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Game Secrets

Unauthorized

Kip Ward
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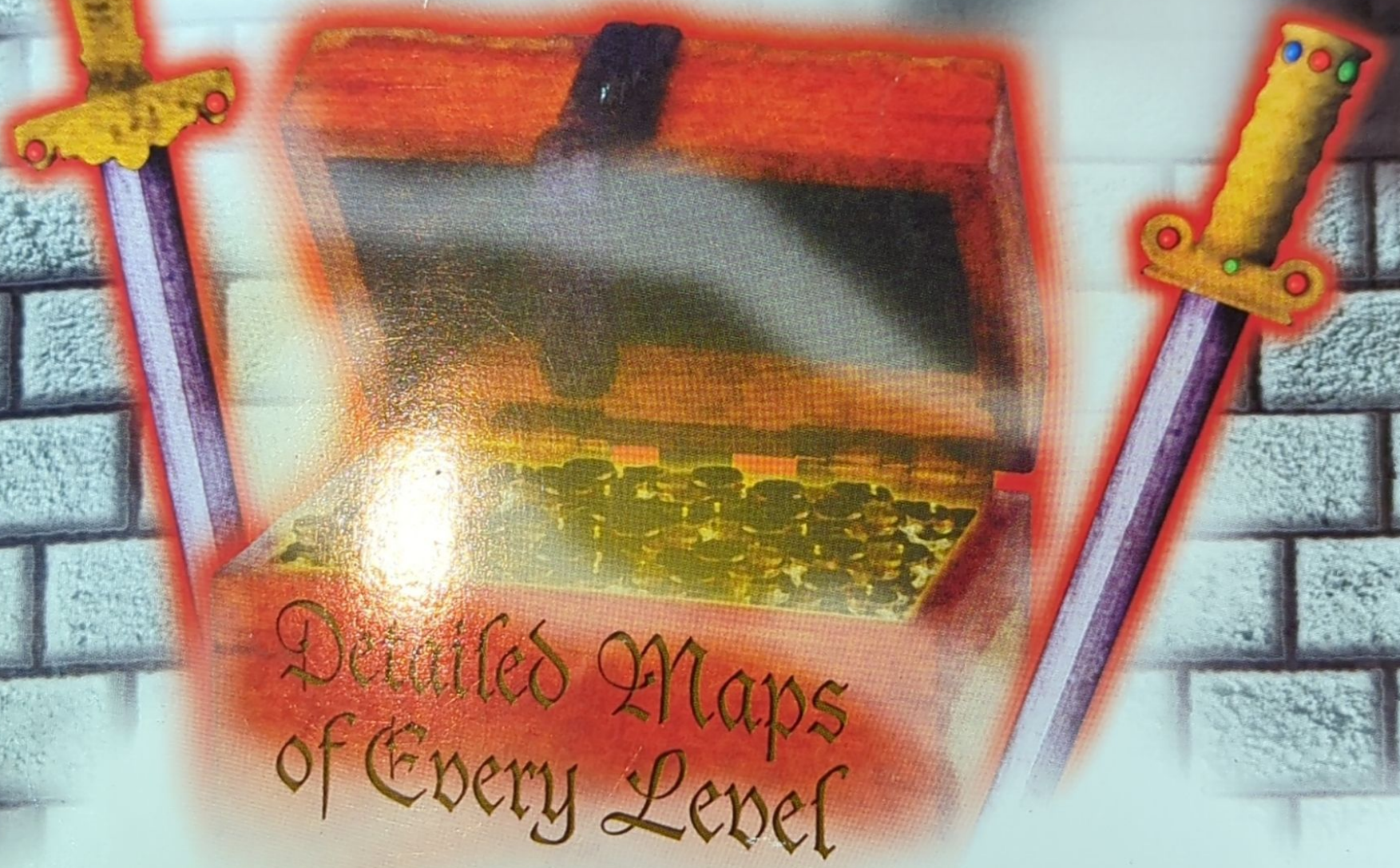

Detailed Maps of Every Level

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Unauthorized Game Secrets

Kip Ward

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I reserve my most special appreciation for Paula Munier Lee, who continues to have faith in me. She is one of my favorite people, which is a nice thing to be able to say about your boss.

Finally, I want to say hi to my Mom. Mom has definitely been there for me, always, and no list of important people would be complete without her. Hi, Mom. I hope you like my book OK.

Preface

The Legends of King's Field

Ages ago, the High Elves built a Shrine on the island of Melanat. Soon after that, monsters arose from the depths of the Earth, and reclaimed the island as their own.

The High Elves who survived the uprising managed to hide their most valuable treasures before succumbing to the island's mysterious poisons.

Thousands of years later, King Harvine, ruler of the Northern Continent, chose Melanat as the site for his castle. Again the monsters attacked, defeating Harvine and his men and driving them from the accursed island. Harvine's defeat led to the division of the Northern Continent into the three countries: Granatyki, Egret, and Verdite.

No longer content to inhabit Melanat alone, the monsters on the island began to swim the channels to the mainland. Within a few short years, the Kingdoms of Granatyki and Egret lay in ruins.

As the battles raged on the Northern Continent, two mighty powers waged another war on the island itself. Seath, the White Dragon, fought with Guyra, the Black Dragon demon. The ultimate fate of all peoples hung in the balance.

During this time one of Verdite's mightiest warriors, Alfred, journeyed to the island to search for his father. Alfred's father had also been a great warrior, and had traveled to Melanat to slay the monsters and save his people. Alfred never found his father but he did confront the Black Dragon, and claimed the legendary Moonlight Sword in a heroic battle.

For a while, the monsters that had threatened the citizens of Verdite seemed to recede. Alfred, a champion to his countrymen and the bearer of the Moonlight Sword, was crowned King Alfred.

When the monsters began to appear again years later, Alfred discovered that the Moonlight Sword had been taken from its sacred place. Guyra, the Black Dragon, was once more keeper of the mystic blade; moreover, Guyra now served Necron, a dark mage of incredible power who had established a stronghold on Melanat.

Alexander—King Alfred's best friend—volunteered to sail to the island and rid it of evil once and for all. As he approached the island, however, the monsters of the sea ravaged brave Alexander's boat and sank it. Alone and stripped of his belongings by the savage sea, Alexander washed up on the hostile shores of Melanat hours later, still determined to fulfill his promise to the King . . .

Part I

Welcome to Melanat ...

. . . Now Die!

The isle of Melanat is a beautiful but hostile place. As anyone who has walked a mile (or two or three) in Alexander's boots will tell you, it can also be confusing, frustrating . . . maddening.

The starting point is simple enough. There you are—ship-wrecked, groggy, washed up on the island shore. The finishing point, with any luck, is as straightforward: You slay Guyra the Black Dragon, reclaim the Moonlight Sword, and restore order to all of Verdite.

The action in between, though, can take as many twists and turns as there are people who play the game. You can venture just about anywhere you'd like, from the top of Harvine's Castle to the depths of the Black Dragon's lair. You *can* get there from here, but what happens after you arrive is always in doubt, and usually a question of life or death. As you move from one area to the next, there are certain things you need to acquire, particular strategies you should employ, to find the next path beyond.

That underlying logic is what gives this book its structure. If you've already wandered a ways into the game, you may have to poke around a bit within these pages for an answer to the dilemma confronting you now. A book, through no fault of its own is confined to a far more linear plane than the abundance of trails you can blaze through *King's Field*. Trust me, the answers are in here.

At its heart—Part III, *Alexander's Quest,* the walkthrough—this is a map book, with the gaming discussion tied directly to highly detailed maps drawn from literally hundreds of hours of gameplay.

Parts I and II precede that focus on strategy with basic tactics for survival and exploration. If you're just starting out with *King's Field*, it would be a really good idea to persevere through a few more pages before initiating your quest.

It's worth a skim, even if Alexander has become like an alter ego for you. You never know when something obvious might have snuck past you, or a fresh perspective might make you appreciate the game in ways that you hadn't before.

Alexander to the Rescue

As you first drag your battered body to the relative shelter of Melanat proper, while you're toweling off and considering where Necron might

have stashed the Moonlight Sword, this would be a good time to consider the Big Picture that Alexander will come to know as a collage of brutal close-ups.

As Alexander, your ability to advance through the world of *King's Field*, and ultimately succeed in your quest, pretty much depends on freeing two crucial non-player characters: first, the young boy Sandler Amgun from the Termite's Nest, and second, the craftsman Leon Shore from a prison cell near the Elf's Shrine.

Unless both Sandler and Leon are rescued, certain other significant events are either never realized, or, at the least, become moot points. It is probably possible to complete the game with Sandler still in the clutches of the Termite Queen, and Leon still rotting in his cell, but only by reducing the game to the kind of mindless banality that will wear out its appeal long before you get a glimpse of the Black Dragon.

For instance, you could probably get buff enough purely through battling Slime to take on the dragon. But that's a *lot* of Slime. And if you've decided to stare at the floor and slash Slime for about 600 hours, you probably could have done something better with your money than buy a PlayStation, much less this book.

Sandler has the Pirate's Key, which leads to an artifact called the Dragon Stone which, in turn, fully activates the Fountain of Gold. Once the fountain is flowing, many sealed doors throughout the island of Melanat open. The fountain room then becomes a kind of central hub to the island, with direct passages to several vital areas, and significant shortcuts to almost everywhere else. There is no better, faster way to combat *King's Field* frustration than to activate the fountain. As the game begins, that should be your initial goal.

Once that's accomplished, you need to get Leon out of the prison cell near the Shrine. No, you don't want to go charging down there straight away, but that's the second tactical hurdle en route to the Black Dragon. Leon alone can fashion the Dark Slayer sword from the Dark Crystal—a relic you'll procure at considerable personal risk from the Elf's Cave. Only a fully charged Alexander, with the Dark Slayer in hand, has a fighting chance against Guyra, the Black Dragon.

Use this book as your guide as you begin your quest through *King's Field*.

The Island in the Storm

As you—Alexander—stagger to the shore of Melanat for the first time, it's hard to imagine the challenges facing you. Your quest is for the Moonlight Sword, the greatest of King Alfred's treasures. The legions of evil that bar your way must be dealt with harshly. You've got a dagger and not much else—not even a shirt on your back.

You have a lot to learn in a big hurry.

This section begins your education with brief discussions on the structure of the game itself, the proper use of the maps in this book, and also some basic strategies for exploring the island of Melanat and manipulating the unique environment of *King's Field*.

The foolhardy among you, and those who have nailed the game basics on their own, are excused to paw through the pages of Part III: *Alexander's Quest* and locate the Flame Crystal. But there is an easier, less painful way to learn the lessons of Melanat than by trial and error. A few basic tactics will go a long way to making your stay on Melanat one of the most enjoyable role-playing experiences ever to hit platform gaming.

Pieces of the Puzzle

King's Field's is based on a wonderfully elliptical sense of logic. By placing certain items and certain keys in specific places, the game asserts that the shortest distance between two points is not always a straight line. (In fact, on Melanat, *rarely* is it a straight line.)

You'll find it's virtually impossible to completely explore one entire area the first time you visit. You'll require a key or you'll need a specific item, otherwise the bridge is out. Maybe you just need to buff up a little before opening that door.

This game is neither *Doom*—though it is an exploration and puzzle game—nor *Mortal Kombat*—though it is a video game with combat elements. It's a little of both, grounded firmly in the world of *Dungeons & Dragons*.

Accommodating that structure, this book is probably a little different than most strategy guides you may have read, especially with regard to Part III's walkthrough.

The walkthrough assumes that you're taking the time to play the game as it was intended, and that's with a relatively elliptical path in mind.

The walkthrough takes an expedient route to the end of the game. At the same time, it allows you to explore every area, to step inside literally every room; use it in part or follow it to the letter, whichever you like. (Mine certainly isn't the only way to complete the quest for the Moonlight Sword, but you could do worse—and quite possibly will, if you strike out on any rash course of action.)

If you decide that, dagger in hand and fresh from the sea, you're going to sprint all the way to the Cave of the Earth Elementals: good luck. Assuming you beat the odds, the Earth Elementals will have a good, violent laugh at your expense. No amount of strategy will save you.

If you've progressed to a certain room and the walkthrough asserts that you need something—a spell or a key or an item—that you don't have yet, you should probably go and get that item first. At certain crucial junctures of the game, there simply is no good Plan B.

If you're just starting to play *King's Field*, or if you've played it aways through and become frustrated enough to want to start over, use the walkthrough. Read each section through quickly before you play—just scan it for the high points, then use the maps and the legends as your guide. If you run into trouble, refer back to the walkthrough for specific tactics. Be mindful of collecting most of the treasure in any area, and certainly all the keys.

Maps and Levels

The maps in Part III coincide with the walkthrough. For that reason, and due to the structure of the game itself, the maps aren't always one entire section of dungeon, or one specific Level of the game. The actual game Levels, however, are mentioned in the text and signified on the maps.

The Level divisions in the game are obvious, and make for good reference points. Each actual game Level has its own independent numbering sequence in the maps, just as it has its own "theme song" in the game environment.

As you explore, you'll occasionally pass through huge doors: entire sections of wall rise, the music changes, and you've found another Level of the dungeon. The denizens on the other side generally let you know if you're overstepping your bounds.

Exploring the World of King's Field

Manipulating the environment of *King's Field* is not a tricky thing, but it does require some practice. Here are a few general tips that might make life on Melanat a little bit easier.

Watch Your Step: Whenever you are forced to climb, or descend, or navigate on the edge of a precipitous drop-off, proceed with extreme caution. The steep stairways that circle towers can be especially treacherous. Adjust your angle of sight up or down so that you can see the ground you're walking on.

Don't Fight in a Crowd: The monsters can't cross certain thresholds; exploit that, and make the fight come to you when it's to your advantage. Avoid going into a room crowded with monsters. They'll surround you and hack you to bits.

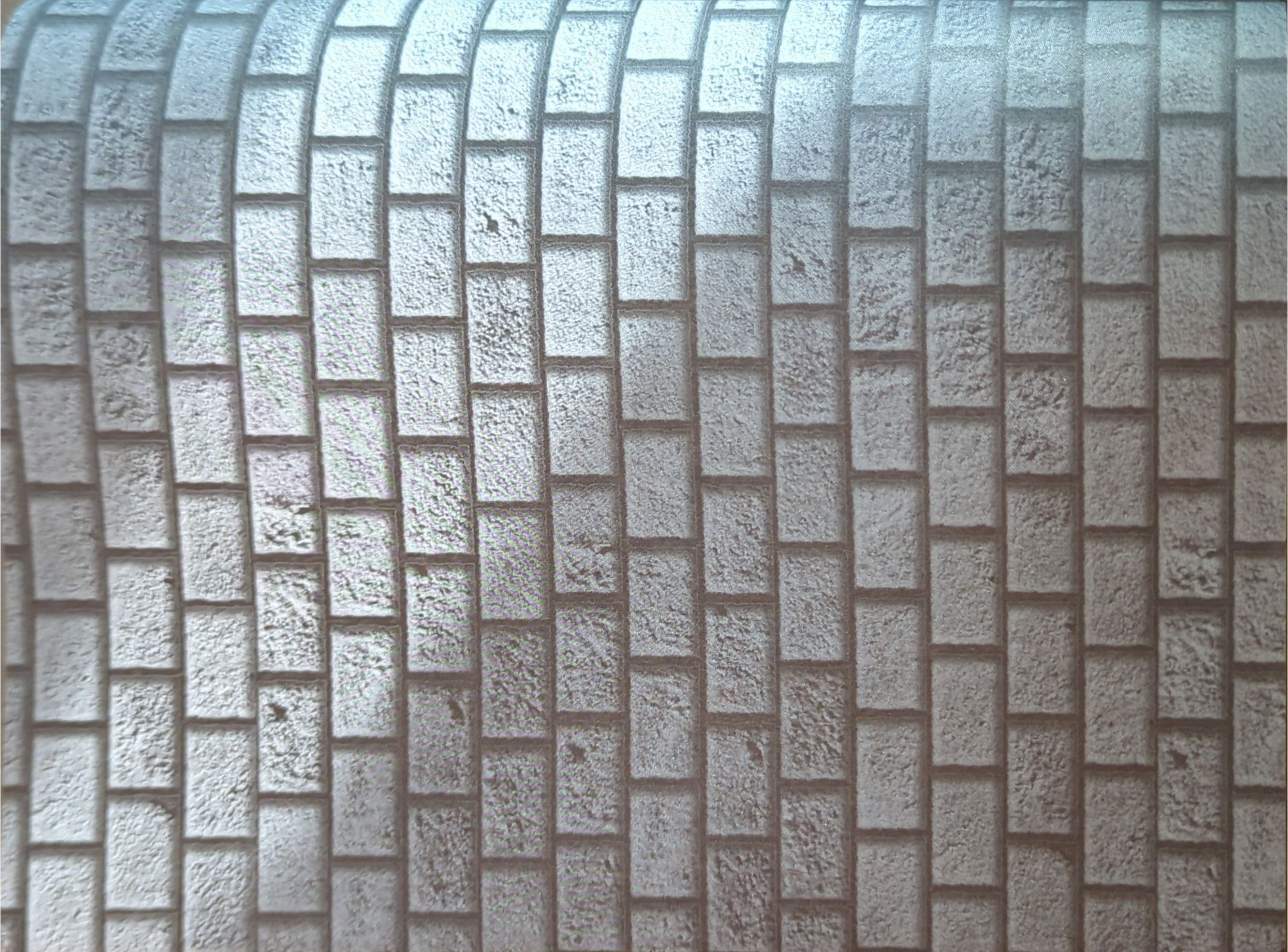
Use Magic Wisely: At the outset, you'll want to be very careful expending Magic Points, because it isn't easy to replenish them at first. Besides, if you lean on magic too heavily early on, you'll be ill equipped to deal with monsters hand-to-hand when the magic well runs dry. Learn to balance magic with appropriate weapons and armor; you'll be much better off in the long run.

Give Earth Herbs Their Own Button: Go under the Equipment menu and assign Earth Herbs to the Select Button for quick and easy access. You'll frequently want to pause the game while you dine on the herbs, just

to get a better handle on things, but you'll be glad to have a button you can simply tap for the restorative nutrients when the game is in play.

Watch for Spear Traps: These are the game's most basic traps: panels on the walls slide away and spears poke out. If you're searching walls, therefore, always keep moving. If you're running along the wall and searching, a spear trap pokes the air right behind your head as long as you keep moving forward. You'll hear the panel sliding open behind you, but don't stop. Run a little further before you turn and look. A panel with treasure will remain open, while a spear trap will poke out and then close back up again.

Take the Pause that Refreshes: Pausing the game allows you to reconfigure your weapons or magic, and also allows you to restore waning health. If you find yourself on the ropes, never hesitate to break from the action and come up with alternative solutions.



Part II

WAMM-Weapons, Armor, Magic, and Monsters

Choose Your Weapons

Weapon	Slash Strength	Chop Strength	Stab Strength	Magic Strength
Dagger	39	6	14	No
Short Sword	44	9	12	No
Knight Sword	50	10	11	No
Bow	0	0	63	No
Morning Star	0	33	68	No
Arbalest	0	0	88	Yes
Battle Hammer	0	94	0	No
Bastard Sword	79	28	7	No
Crescent Axe	43	85	14	No
Shiden	135	0	0	Yes
Flame Sword	83	22	38	Yes
Ice Blade	93	106	0	Yes
Seath's Sword	178	43	22	Yes
Dark Slayer	124	108	116	Yes
Moonlight Sword	137	77	93	Yes

Note: Weapon strengths provide a relative scale. Damage varies widely depending upon the enemy and the specific type of weapon, but these numbers can be used for comparative analysis.

Outfitting Alexander for the trek across *King's Field* is a multifaceted task. Often, the determining factors aren't your druthers, but what's available, where you are and how much gold you have in your pocket.

As you progress through the levels of Melanat, you'll constantly discover new weapons and armor. Slowly, at first, but soon enough, you'll have to make some choices about armament configuration: Some weapons and armor are useful generally, while others yield the most benefit only under certain conditions. The tables in this section and the discussion of some of the more unique items should help you to equip as effectively as possible.

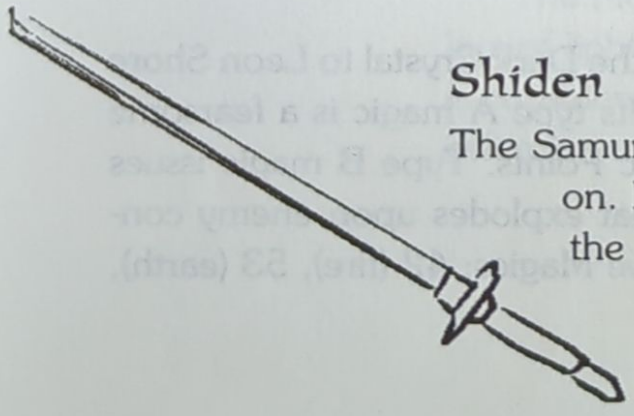
Magic Weapons

The *King's Field* landscape isn't exactly littered with magic weapons. There are five swords with magical abilities, not counting the Moonlight Sword. It's also interesting to note that, though Meryl maintains otherwise, there *is* a magic component to that elfin crossbow, the Arbalest.

The swords have different strengths and liabilities depending on the situation at hand, and also what other items or spells you might have available. To execute Sword Magic requires precise timing, but it's not rocket science. If you're having trouble getting the desired effect, it might be because another item you have equipped is conflicting with the sword's specific magic.

For each sword there are two types of magic, A and B, as explained below. Both types require that your strength and magic power bars are fully charged. For type A magic, press the ■ button and then quickly press the ▲ button. The timing is different depending on the weapon. For type B magic, press the ⊗ button, then the ■ button, then press and hold the ▲ button.

Combat damage, as in the case of ordinary magic spells, is variable. The offensive magic number is provided with each weapon as a barometer. Use the number to determine the relative strength of the weapon and note which specific kind of magic is being generated.

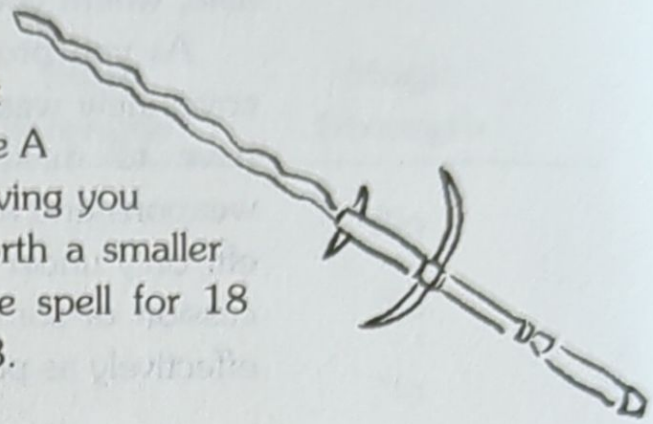


Shiden

The Samurai's Sword is usually the first magical blade you can lay hands on. It's located on a small island off a ledge from the Cemetery for the Military Guards of King Harvine III. Its type A magic is a suped-up Wind Cutter spell, at a cost of 10 Magic Points a pop. Its

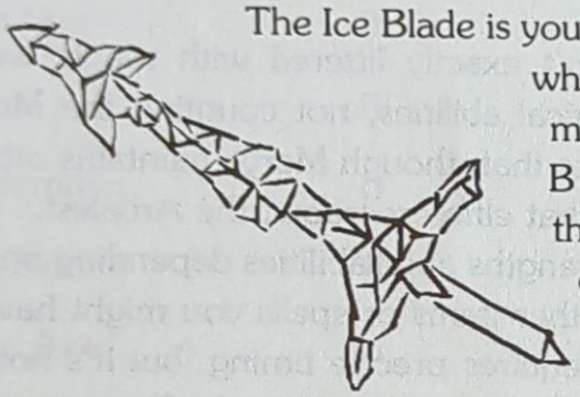
Type B magic launches two greenish cross-hairs of energy, at a cost of 12 Magic Points. Offensive Wind Magic: 64.

Flame Sword



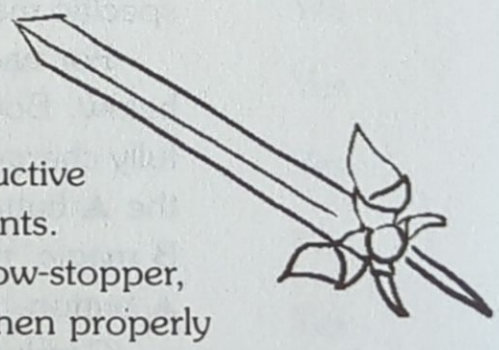
The Flame Sword is located in a secret room in the Magic Cave of Fire. Its type A magic is a serious Fireball attack, relieving you of 16 Magic Points. Type B issues forth a smaller explosion like the finale of the Flame spell for 18 Magic Points. Offensive Fire Magic: 43.

Ice Blade



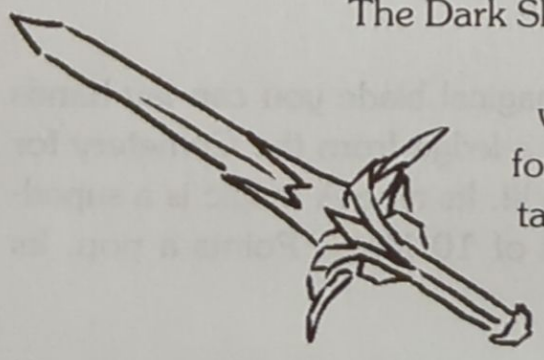
The Ice Blade is yours once you defrost the Magic Cave of Ice. It appears where the Ice Monster falls down to die. Its type A magic is an Ice Crystal shower (19 Magic Points). Type B is much the same effect, but the Crystals zero in on the target and score much more damage. Type B costs 27 Magic Points. Offensive Water Magic: 83.

Seath's Sword

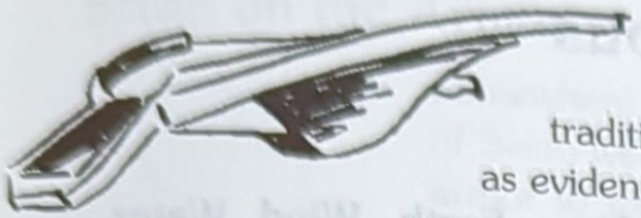


Seath's Sword is bestowed upon Alexander in the Shrine. Its type A magic fires a destructive beam of light at a cost of 17 Magic Points. Type B magic from Seath's Sword is a show-stopper, and it doesn't cost a single Magic Point. When properly activated, it's as if the blade is raised to the lips, in a gesture of salute. After that, Alexander is pretty much impervious to harm.

Dark Slayer



The Dark Slayer is acquired after delivering the Dark Crystal to Leon Shore and defeating Dias in combat. Its type A magic is a fearsome wind blast at a cost of 15 Magic Points. Type B magic issues forth a column of wind energy that explodes upon enemy contact for 17 Magic Points. Offensive Magics: 42 (fire), 53 (earth), 57 (wind), 40 (water).

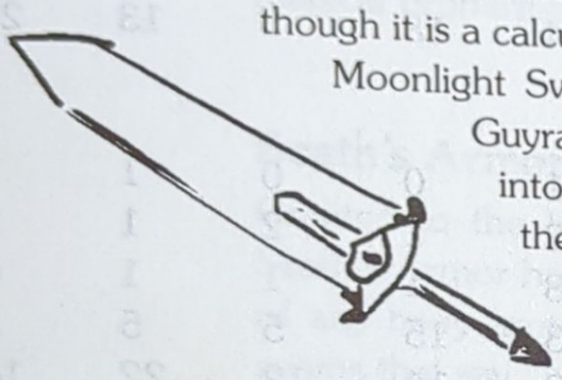


Arbalest

Though the elfin crossbow is not a magical weapon in the traditional sense, it does perform well against Dark Magic denizens, as evidenced by the Holy Magic offensive number: 18.

Moonlight Sword

Yes, the Moonlight Sword is supposedly the ultimate goal of *King's Field*: You slay the dragon and the game's ending sequence begins, with Alexander claiming the sword and restoring the King to power. However, you can acquire the Moonlight Sword for your inventory without ending the game, though it is a calculated risk. While you are fighting Guyra, you can see the Moonlight Sword on the platform behind the beast. Unfortunately, Guyra is so huge you can't run past him without being hurled into the void. What you can do is jump on Guyra's back, and therein lies the loophole.



You'll notice as you fight Guyra that the dragon occasionally turns far to one side, usually to point his head in your direction prior to blasting you with some magic. When the dragon is turned as far to one side as he'll go, you can run around his neck, so that you're standing next to Guyra's front shoulder with the dragon oriented away from you.

From the area next to Guyra's shoulder, just in front of one wing, you can run up onto the Black Dragon's back. If you're not careful, you'll run right off the other side of him and over the edge, but it is relatively easy to get up top.

Once you're there, turn and look down Guyra's tail. You'll notice it makes a nice little ramp to the landing where the Moonlight Sword floats on air. Run down the tail and acquire the blade.

The only thing left is to make good your escape. If you have Seath's Tear equipped and also a Figure of Seath, all you have to do is leap over the edge of the platform. The fall will kill you, but because of the Tear, and the fact that you were killed by a trap, you'll be reborn at the Fountain of Gold—Moonlight Sword in hand.

The Moonlight Sword's magic attack is the same for both A and B: Pillars of light energy that explode with incredible force. B (38 Magic Points) is considerably stronger than A (22 magic Points). The sword's Holy Magic offensive number is 97.

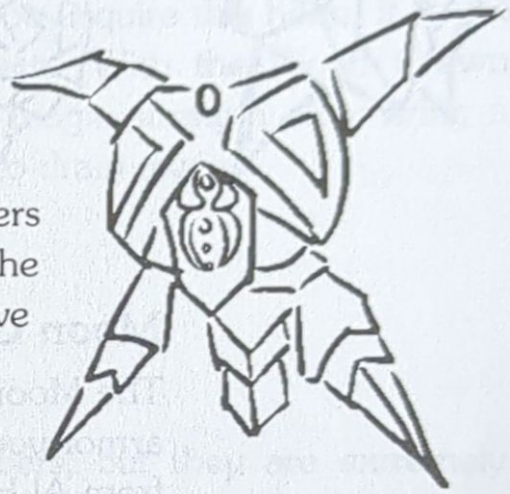
Armored and Dangerous

Armor	Slash	Chop	Stab	Poison	Dark	Fire	Earth	Wind	Water
Body									
Breast Plate	13	6	4	0	0	1	2	1	0
Knight Plate	15	8	8	0	2	1	2	1	1
Ice Armor	27	13	12	0	3	32	7	7	9
Seath's Armor	21	30	20	0	8	11	33	14	11
Dark Armor	10	8	7	0	14	18	5	13	26
Shield									
Leather Shield	8	8	4	0	1	0	0	1	1
Large Shield	10	10	8	0	2	1	2	1	2
Moon Guard	6	11	18	0	18	1	1	1	6
Crystal Guard	13	22	14	0	3	15	5	5	3
Seath's Shield	19	17	34	0	12	14	12	22	14
Skull Shield	38	5	5	0	42	6	2	2	1
Head									
Iron Mask	14	4	2	0	0	1	0	1	0
Knight Helm	12	6	11	0	1	2	1	2	1
Great Helm	18	12	10	0	2	2	3	2	1
Lightning Helm	22	11	8	0	5	2	8	22	17
Seath's Helm	32	13	22	0	35	6	11	7	12
Blood Crown	9	6	14	0	0	33	28	37	6
Arms									
Iron Gloves	8	4	9	0	0	0	1	1	0
Stone Hands	12	11	4	0	2	2	2	0	0
Silver Arms	13	13	13	0	5	4	3	3	4
Ruinous Gloves	17	30	17	50	10	8	11	12	25
Demon's Hands	5	38	7	0	8	5	26	5	0
Feet									
Iron Boots	2	12	10	0	1	0	0	0	1
Leg Guarders	8	15	8	0	1	0	2	3	0
Silver Boots	14	14	15	20	5	3	3	4	4
Ruinous Boots	25	21	19	0	7	29	7	18	8
Death Walkers	2	2	43	0	0	16	10	0	0

Strap on the Armor

Somewhere in between that first Iron Mask and the complete assemblage of Seath-wear is a wardrobe of mixing and matching, suiting your suit of armor to the situation at hand. It's interesting to note that every single piece of armor has a magical defensive component of some type, and also that there are cursed pieces of armor in every category.

For the truly magical pieces of armor, often you need to consider what offensive strategy you'll be using before you choose your accouterment. Some armor pieces preclude using certain spells, or negate the magic powers of swords. The table at left summarizes all armor of all types. Specific magical properties are noted in the individual item discussions.



Seath's Armor

Granted to the High Elf Merlin by Seath, Seath's Armor has the best defensive numbers of any body armor. It is found in one of the rooms that say "Not Accepted" until you have the Dark Slayer sword.

Seath's Shield

Another gift to Merlin from the White Dragon Seath, this item also is locked in a room until the player acquires the Dark Slayer.

Ruinous Gloves

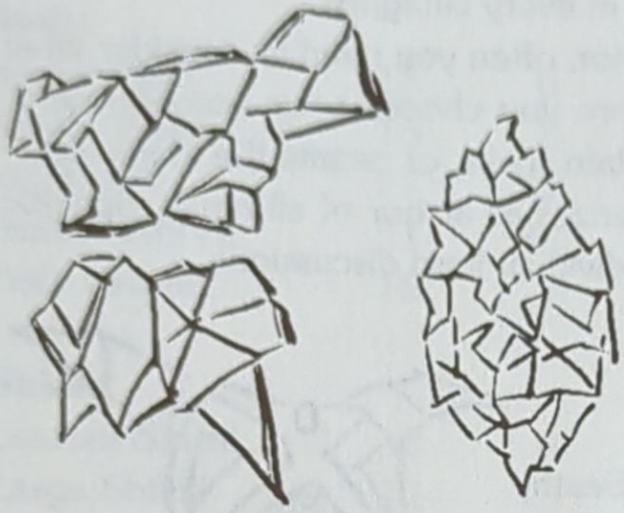
These gloves granted to Merlin by Seath are the best in *King's Field*, and provide outstanding defense against poison. There are sealed in a room until the player has the Dark Slayer.

Ruinous Boots

The higher-end footwear of *King's Field* can be taken off of a table near Celffy Foss, in the area near the Shrine.

Seath's Helm

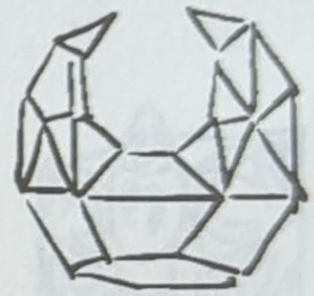
In addition to providing the overall best defensive numbers for a helm, Seath's headgear automatically recovers Hit Points while it's being worn. The large red Refma in the Shrine drops the helm upon its demise.



Ice Armor/Crystal Guard

Great defensive numbers against fire, but likewise precludes use of fire magic from any source.

Moon Guard

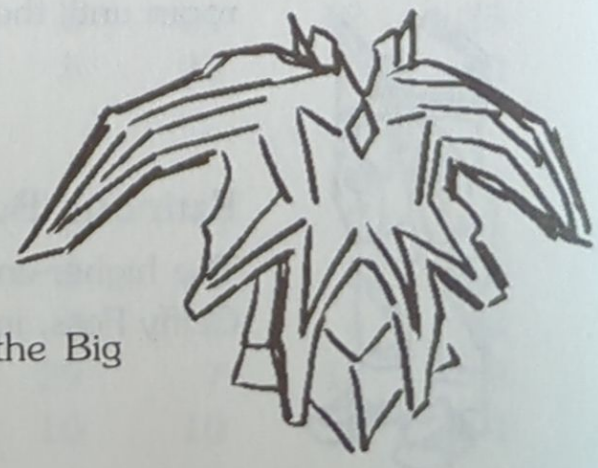


The Moon Guard is one of the first pieces of magic armor you can own, though you must buy it outright from Al Hunt in the North Village. When equipped, it offers solid defense, and also replenishes Hit Points constantly.

Lightning Helm

This helm is the only thing once worn by the Great Demon, Galth Fee, that does not have a negative side-effect. The helm shoots lightning bolts at any enemy in front of you—with devastating effects.

Dark Armor



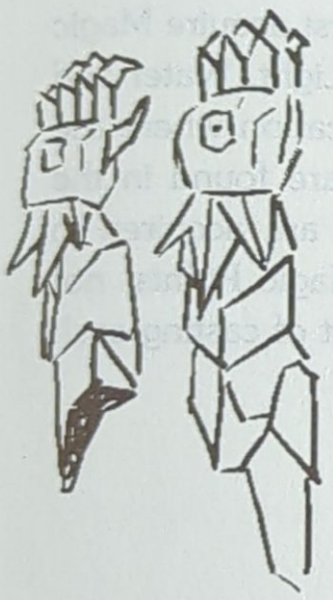
Galth Fee's armor has good numbers, but equipping it is the same as being darkened, and the wearer is unable to cast Light Magic. The armor is found in the Cave of the Darkside in the Big Mine.

Skull Shield

Galth Fee's shield, when equipped, slowly drains away Hit Points. The shield is found on the Great Demon's Grave, in the graveyard nearest Necron's Coliseum.

Blood Crown

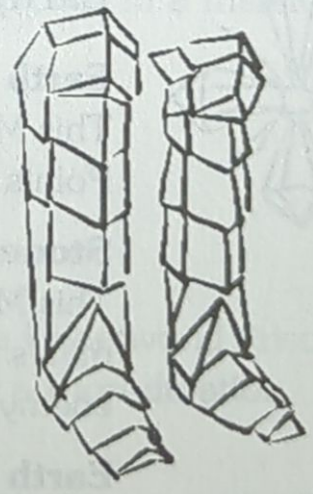
Good news, bad news—the Blood Crown has truly awesome defensive characteristics, and depending upon when you acquire this helm, it might be worth wearing . . . despite the ill effects: With the Blood Crown equipped, it takes longer to recharge your magic strength after firing a spell, and your Hit Points also slowly begin to drain away.



Demon's Hands

These hands provide great defensive numbers, but they are extremely heavy, and thus it takes you longer—as registered by your strength meter—to recharge between attacks.

Death Walkers



Galth Fee's accursed Death Walkers give good protection to the legs, but they are heavy, and your movement is impeded by having them equipped.

Magic Items and Keys

In the world of *King's Field*, you'll find little treasure that you won't eventually put to some good use. With the lone glaring exception of the Crystal Shard, everything in *King's Field* has an intended purpose other than the option of hocking it for quick cash.

This section of the book summarizes the location of every Magic Crystal, with a brief description of the spells acquired when each Crystal is used. It also gives a quick overview of the many *King's Field* keys and items with magical properties, distinguishing between those magic items which are rare and those which are relatively commonplace.

Magic Crystals

In order to learn magic spells in *King's Field*, you must first acquire Magic Crystals. The Crystals come in five types—Earth, Fire, Light, Water and Wind—and there are four Crystals of each kind. The location where the following spells are acquired assumes that the Crystals are found in the order in which they appear in the walkthrough. Spells are acquired in incremental order—based on the cost of the spell in Magic Points, not based on the location of the Crystal. The Magic Point cost of casting each spell is included paranthetically.

Earth Crystals

Earth Heal (3)
This Magic Crystal is located in the Small Mine. The spell restores lost Hit Points.

Stone (7)
This Magic Crystal is left behind when the Queen Termite dies in the Termite's Nest near the Central Village. The spell hurls a large boulder at an enemy.

Earth Wave (15)
This third Magic Crystal is in a locked chest in the chasm crossed en route to the North Village. The chest requires the Gold Key to open. Earth Wave is a circular shock wave that issues forth, damaging any nearby enemies.

Meteor (28)
The final Earth Crystal is dropped by the Earth Elemental boss monster upon its demise. It's found in the Cave of the Earth Elementals at the bottom of the Big Mine. Meteor rains down molten boulders on an enemy from above. There is a slight delay between the casting time and the arrival of the boulders.

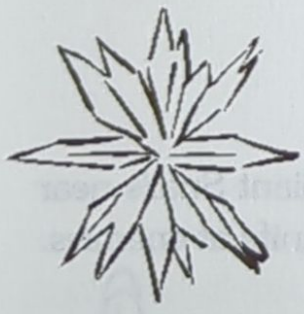
Fire Crystals

Fireball (3)
This Magic Crystal is located atop the Lighthouse Tower near where the player begins the game. A ball of flame shoots forth at the enemy when this spell is invoked.

Firewall (9)
You'll find this Magic Crystal at the top of a tower near Leon Shore's house. When the spell is cast, a small circle of flaming columns erupts and surrounds the enemy, then tightens as it inflicts considerable damage.

Firestorm (15)
This Magic Crystal is located in the Magic Cave of Fire. The spell resembles several Fireball spells at once, as a flurry of flaming projectiles is unleashed on the target.

Flame (35)
The final Fire Crystal is found in a room with a molten floor near Necron's Coliseum. Probably the most devastating spell in the game, Flame causes a flaming Phoenix to launch towards the target. The blazing bird shoots down any enemy projectiles en route, then explodes in a massive fireball on impact with the primary target.



Light Crystals

Light (6)
This Crystal is located in a secret room near the Underworld Prison No. 1. The Light spell illuminates a darkened area for a short duration.

Breath (10)
You can find this Crystal in a small room full of Archers near the Big Mine. The room can only be reached by riding the Ore Cart. Breath allows the player to take a running jump and float on the breeze, spanning a greater distance than would usually be possible.

Lightning Volt (18)
The third Light Crystal is acquired in a trade with Fai Fadlin, near the South Village. Lightning Volt causes an electric arc to explode between the ceiling and floor, damaging the target.

Flash (24)
The Flash Crystal is found in the Demon Factory near Necron's Coliseum. Several light energy projectiles shoot forth, homing in on the target and doing considerable damage.

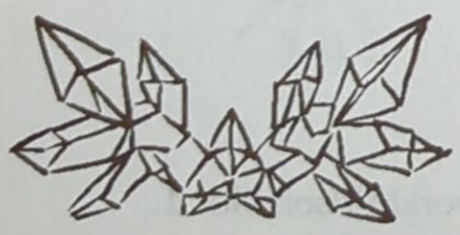
Water Crystals

Dispoison (4)
The first Water Crystal is found in a room accessible only by jumping down from the Termite's Nest. Dispoison cures poison, for those of you unclear on the concept.

Resist Fire (6)
The Crystal that bestows Resist Fire is found in a room behind the waterfall on Level 1. The area is accessible only with the Skull Key. Resist Fire invokes a protective shield around the caster.

Waterfall (12)
The Waterfall Crystal is located in the elfin graveyard beneath the Miner's Graves, close to the East Village. The spell causes a torrent of water energy to rain down on the target.

Seath (32)
This high-end magic Water Crystal is found in the Shrine. The spell unleashes a mighty blast of water energy on the target.



Wind Crystals

Wind Cutter (3)
This Crystal is located on Level 1, in the room with two Giant Snails near the entrance to Level 2. The spell shoots a weak little wind knife at enemies.

Missile Shield (5)
The second Crystal is in a stone box guarded by two Salamanders on the outskirts of Harvine's Castle. The spell forms a protective wall around the caster that works best against incoming Arrows.

Ice Storm (14)
This Crystal is in a secret compartment behind the picture of King Harvine

in Harvine's Castle. The spell conjures a tenacious cloud of ice particles that cling to an enemy.

Freeze (26)
The final wind spell is probably the most bang for the buck in *King's Field*. The Crystal is in a stone box inside the Royal Treasure House. Freeze sends an icy dragon at the target, wrapping it in an ice cocoon. Even if Freeze doesn't kill an enemy outright, which it usually does, the foe is held immobile long enough for the player to follow up with a weapon attack.

The Keys to Success

In the hierarchy of importance, even the rarest magic item pales in comparison to the simple key. *King's Field* is a game of controlled access: For Alexander's quest to move forward, locating and appreciating the significance of every key is essential. Here they are, roughly in order of appearance.

Silver Key

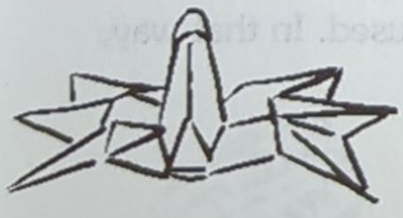
The Silver Key must be purchased from Mark Wozz, the Keymaker, at his shop in the Central Village. The Silver Key opens certain chests.

Rhombus Keys

Rhombus Keys are found in abundance in the areas of Melanat where there are large blue doors. A Rhombus Key must be inserted into the lock beside a blue door for access.

The Jail Key

A Guard near the Underworld Prison No. 1 drops the Jail Key upon his demise. It will unlock any jail cell on the island.



The Dragon Stones

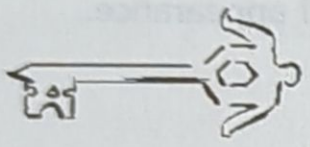
There are two Dragon Stones in *King's Field*. One is given to the player by Earnest Clyde, when Earnest is freed from the Underworld Prison No. 1. The other is behind the waterfall near the sea shore. To get the second one, you must first use the Pirate's Key and the Skull Key. The Dragon Stones are to be placed in fixtures that activate the Fountain of Gold near the Underworld Prison No. 1.

The Pirate's Key

The Pirate's Key is obtained from Sandler Amgun when Sandler is rescued from the Termite's Nest, near the Central Village. It opens many chests and a door near the sea, where the game first begins. One of the chests it opens holds the Skull Key.

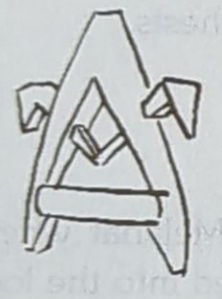
The Skull Key

The Skull Key is in a chest opened by the Pirate's Key. The chest is in an area near the sea shore, where the game first begins, at the opposite end of the coast from the waterfall. The Skull Key is used on the locking mechanism behind the waterfall. The second Dragon Stone awaits you there.



The Magician's Key

The Magician's Key is located in a cell near the home of Leon Shore, in the immediate vicinity of the two large towers. It opens several chests throughout *King's Field*. Often the chests contain Verdite Crystals.



Harvine's Key

The key of the Wind King is found in the Big Mine. It opens Harvine's Castle, as well as several chests and white stone boxes.

The Gold Key

The Gold Key must be purchased from Keymaker Mark Wozz, and it is very expensive. Most of the chests the Gold Key opens contain valuable treasure or magical artifacts.

Rare Magic Items

Many of the items in this section, while not unique, are nonethless quite rare. A rare magic item is somewhat akin to a key in *King's Field*, in that many items negate or compensate for an ill effect when used. In that way, the proper use of the items allows for greater mobility.

Amulet of Mist

This artifact is another that Seath gave to Merlin. With it equipped, magic defense is increased and the time it takes you to recover from poor status

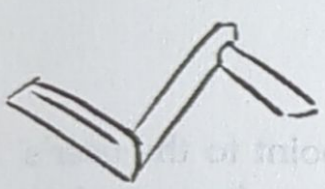
is decreased. It can be found in the elvin graveyard closest to Leon Shore's house.

Earth Ring

This ring was made by Shaddam, the greatest mage on the Northern Continent. Its wearer enjoys increased magical power. The Earth Ring is located in the Cave of the Earth Elementals.

Figures of Seath

A Figure of Seath is used to revive Teo Budwell in the Big Mine, and also given in trade to Fai Fadlin for the Moon Gate. The Figures can be found at Leon Shore's house, in another room near his house, at the basin of the stream near Leon's house, and also in the jail cell where Leon is being held. These figures are used with Seath's Tear, above, and for other specific circumstances in the game.



Harvine's Flute

When you play Harvine's Flute while standing between the Pillar of Winds, a wind bridge appears that you can safely walk across. The bridge dissipates after a few moments. The flute is acquired in a trade with Fai Fadlin.

Lightwave Ring

The Lightwave Ring has the power to turn an ordinary Arrow into a Light Arrow, thus dramatically increasing the power of the Bow or Arbalest. There are two such rings on Melanat, one atop Harvine's Castle and the other in the Magic Cave of Fire.

Psycpros Collar

This relic of the One-Eyed Giant restores Hit Points when worn. It is found near Necron's Coliseum, in the same area as the final Fire Crystal.

Scorpion's Bracelet

Equipping the Scorpion's Bracelet greatly reduces your chances of being poisoned. Each bracelet adds 80 points to your defensive number for poison. It can be found in the East Village and also near the Big Mine.

Seath's Bracelet

The High-Elf artisan Ivil Napaja fashioned this bracelet. When equipped, it increases offensive power across a broad spectrum. This bracelet is found near a gravestone in the Shrine.

Seath's Tear

If you are wearing this necklace and also carrying a Figure of Seath, the Figure will "die" in your place. If you are killed in combat, you are immediately reborn at full strength. If you die from a trap or fall, your rebirth leaves you at the Fountain of Gold near the Underworld Prison No. 1. Teo Budwell will give you the Tear after you revive him in the Big Mine.

Truth Glass

The Truth Glass is just that: a mirror that always tells the truth when used to define an item or give a location. There is one glass in the Termite's Nest, and another in the Cave of the Darkside in the Big Mine.

Verdite

The large green Verdite Crystal, when used, adds one point to the user's Magic Strength total. These are found in many places, though most often they are in chests locked by the Magician.

Common Magic Items

The relatively common magic items in *King's Field* are those that you find, quite literally, almost anywhere. This group also includes items that may only be available in a limited area, but are nonetheless plentiful long before using them becomes a necessity.

Antidotes

Antidotes are much like Earth Herbs, but they cure the condition of being posioned in addition to restoring a few Hit Points.

Crystals

Crystals can be used to make flasks which can carry any of the Healing Waters found on the island. Radd Bilheim manufactures the Crystal Flasks

in the Central Village for the price of two Crystals apiece. A single Crystal can be traded to Bilheim for 10 Arrows.

Demon's Pick

Using a pick allows for a short-term increase in Magic Points. Picks are found as normal treasure, and they also are dropped whenever a Demon Lord dies.

Dragon Crystal

Using one of these Crystals restores Magic Points to their maximum. Dragon Crystals are found in normal treasure locations, and they can also be caused to grow on Golden Trees by attacking the tree with a weapon.

Earth Herbs

Earth Herbs are commonly found growing on the grounds of Melanat, or they are dropped by monsters when they die. Eating an herb restores lost Hit Points.

Healing Waters

Healing Waters are found in streams and pools throughout Melanat. Drinking them usually restores Hit Points, though there are actually three different kinds: Blue restores Hit Points, Red restores Magic Points, and Green restores the good health condition. The Gold Potion does all three things at once.

Moon Stone

Moon Stones give a boost to Magic Points when used.

Seath's Plume

Using one of Seath's Plumes restores Magic Points to maximum, and also provides a brief time during which spells can be cast without having Magic Points subtracted from your total. In addition to finding the Plumes in standard treasure locations, Refma often drop them when they die. Also, Plumes can be purchased from Al Hunt in the North Village.

Mixing It Up with the Monsters

As you journey across the hostile island of Melanat, questing for the Moonlight Sword, the natives are bound to take exception to your presence. As complex and cerebral a world as the island is, you nonetheless spend a good deal of time, slugging it out with the locals in the trenches. This chapter provides some basic combat tactics, as well as addressing the monsters of Melanat on an individual basis.

You'll find that the combat capabilities of your *King's Field* alter ego, Alexander, evolve as the game progresses. At first, you are little more than monster bait. You have no magic to speak of, limited weapons, and a short fall splatters you like a bug on a windshield. As you begin hacking on things to defend yourself, your physical strength, thus exercised, soon outstrips your magical abilities.

Then you begin to find Magic Crystals, and also discover Dragon Crystals, Red Potion and Verdite. About midgame, your powers likely achieve a balance: You're packing the Crescent Axe and Ice Storm, the Bastard Sword and Firewall, and using every trick in your bag to get past the tougher opponents.

Then you discover Freeze, Firestorm, and The Plumes of Seath. Suddenly, you're hardly swinging your weapon anymore—you don't really need to. With the ability to recharge your Magic Points whenever you run low, there's really nothing to stop you from unleashing terrible destruction upon any target. And there are plenty of big, bad targets.

This chapter considers not only the individual monsters you must face, but also when you're likely to face them. If you need to be told that Flame effectively eliminates the average Head Eater, well . . . you probably need to be told a lot of other stuff you won't find in this chapter.

Before the monster-by-monster account, it makes sense to look at combat in general. The monster menu following that will include specifics.

Hand-to-Hand Combat

Fighting the denizens of *King's Field* at close quarters can be a real experience in humility. Early on, it will seem like everyone's picking on you. That's because they are.

Probably the most significant thing to realize about fighting hand-to-hand in *King's Field* is that you are going to take some hits no matter what you do. The temptation is to try and devise some strategy that will keep

your Hit Point total at its pristine maximum as you frolic through the underworld. It's just not going to happen.

The tactic, then, is to minimize the damage you take, and always be ready to heal yourself. If you're constantly running up against situations or enemies that have your life hanging by the proverbial thread, you may need more practice in combat tactics before venturing in that direction. In general, the keys to close combat are:

- **Find the Safest Avenue of Attack:** As you size up your opponent, realize that it's drawing a bead on you as well. If you charge straight forward to deal a blow, there is very little chance of escaping without a counterattack. Choose an angle of attack that will provide you with a clean path to retreat.
- **Strike Quickly, and Avoid the Counterattack:** If you're going to take a swing, go in swinging. Don't wait until your standing right in front of the monster to raise your weapon. You'll find that you can start to swing a weapon from well outside a monster's attack radius, land a blow, then back away while the monster recoils. This affords the opponent very little chance at a counterattack. To further thwart the monster, get used to sliding toward the creature's back as you finish your attack. None of the standard *King's Field* monsters can hurt you unless they're looking right at you, and if you're circling to the rear after attacking, while backing away, getting a bead on you becomes next to impossible.
- **Take Full Advantage of Thresholds:** As you begin to fight your way across Melanat, you'll discover that most monsters have an aversion to leaving the room you discover them in. When you realize that a monster isn't going to give chase, it gives you a great tactical advantage. By moving erratically, feinting or backing far off, you can often coax a monster into doing something as stupid as turning its back on you. Nighty night.
- **Learn to Balance Your Attacks**: As explained in the introductory part of this chapter, your physical and magical strength are only on a par for a relatively short period of time midway through the game. If you're relying on hand-to-hand combat, it's probably early in the game, and you don't have a lot of other options. But at least try to use magic as the secondary form of attack that sets up the knockout blow. Even if it's just for keeping a monster off balance, a low-end magic spell can effectively upset the timing of a monster's counterattack.

- **Evaluate Each Situation Independently:** Often when you go into battle, the situation will be routine. A certain monster, an average-size room . . . no hassles. Just as often, however, you'll be confronted with situations that merit special consideration. How big is the room? How many monsters? Of what different kinds? Do any have distance attacks? Combinations of monsters often cause the most trouble the first time you see them: The monsters remain the same, but the situation is different. Your tactics need to reflect that. If you're having trouble with a specific situation, check the walkthrough for a complete tactical analysis.

Magic in Combat

Magical combat in *King's Field* becomes more and more prevalent as the game nears its conclusion. At first, as you acquire the high-end magic spells, it almost seems like overkill. I mean, is there *any* monster that can't be Frozen? Not too many. What you discover, though, is that even the high-end spells have specific applications when you start fighting enemies that can't be flash-frozen in one shot. Realizing some of the subtle nuances of magic combat can make life for Alexander a whole lot easier.

- **Learn Your Enemy's Weakness:** Each monster at the highest level has one or two spells that really ruin its day. Check the monster-specific sections in this chapter if certain creatures are giving you trouble.
- **Use Magic Appropriately:** In addition to taking advantage of a monster's perceived weakness, the upper-end spells also have different effects that can be helpful, even if they don't do the maximum damage relative to the Magic Points you're expending. **Freeze** cocoons the enemy, immobilizing it for a minute and giving you time to react. **Flame** shoots down projectiles, as well as dealing a tremendous burst of damage. **Seath** can be fired at almost any monster with good effect, and at very close range. **Flash** homes in on the target, and will even attack multiple targets with devastating accuracy.
- **Balance Your Attacks:** Just as the tendency is to rely on hand-to-hand combat early in the game, out of necessity, you can rely too much on magic as the game progresses. When you start running into creatures that sometimes survive a burst of even your strongest magic, you need to wade in and finish them off with a sword before they get a chance to counterattack. Hack that Psythe while he's Frozen. Often, the high-end monsters require the coup de grace.

Common Monsters

Many of the monsters you encounter on Melanat are nothing to write home about. These monsters comprise the minions of the dungeon, ready to overwhelm the unwary by force of numbers or simply by taking advantage of carelessness. They are, for the most part, one-trick ponies. Seize the initiative. Kill them quickly.

Slime

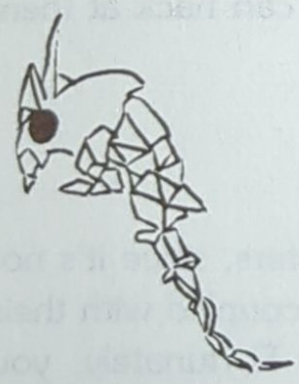
The Red variety is poisonous, while standing in the Green variety cures poison. Stare at you feet and slash; just be careful not to wade into your target in your zeal.

Head Eater

The large Head Eater plants carry a poisonous bite and also have better-than-average attack range for a monster without a true distance attack. Try to take them from behind, or they'll lean over and suck your noggin while you're backing away.

Baltail

These giant bugs are more a nuisance than anything else. Orient your attacks upwards to hit them. Once you've chopped off a tail, you have the option of ignoring the creature: It can no longer harm you.



Reik

Reiks look like small metallic seahorses, floating in the mines of Melanat. When they spot you, they roll up into a ball and hurl themselves in your general direction. It's easy enough to step out of the way so you can take advantage of the monster when it slams into a wall and becomes disoriented.

Kald

These monsters are found only in the Cave of the Darkside in the Big Mine. They are incredibly slow and non-aggressive, but because they are flying about, they can be tricky to score a hit on. Today's brilliant tactical advice: ignore them.

Giant Termite

Giant Termites are usually mine-dwellers, but they do show up in the rest of the dungeon from time to time. Once you discover the threshold these monster can't cross, it's pretty easy to hack them up. Be mindful of their paralyzing bite! For that reason alone, you often want to charge a Giant Termite if you come upon one in a hallway, where you know it won't encounter a threshold to slow it down. In that case, you want to engage and still have some room behind you to back off so you can avoid that paralyzing bite.

Kraken

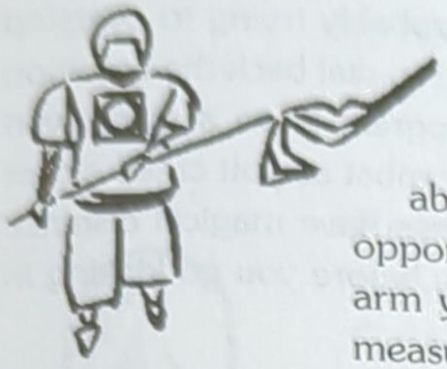
The common Kraken is a good mix of aggressive nature and damaging attack capability. As with the Head Eater, try and avoid getting right in front of the beast, or you're bound to absorb a counterattack from its whip-like stingers. Once the large head deflates, you'll have to adjust your attack angle downward to finish it off. The maroon Kraken near Leon Shore's house are particularly vicious, while the killer Kraken guarding the last Shrine key even have magic attacks. Handle these beasts with care.

Ghost

The *King's Field* Ghost is trouble, not so much because of its own fighting capabilities but because it is most often found with other creatures, most notably Skeletons. The Ghost has the ability to Darken or Slow an opponent in combat, which can mean real trouble if there's anyone else in the room to hack on you. Fortunately, Ghosts aren't real tough. Take them out first thing, drawing them to a doorway so that you can hack at them without entering their area.

Skeleton

Skeletons are probably the worst of the common monsters, since it's not unusual to find three or four in a room together. That, coupled with their lightning-fast attacks, can lead to some serious hurt. Fortunately, you acquire the Stone spell relatively early in the game. After that, you never look at them in one piece. Psythe Skeletons are considerably tougher, with the ability to hurl curses and also puke forth little Ghosts. In the case of Psythes, select a weapon with good chopping damage, and lead with the Freeze spell. You don't have to wait for the cocoon to disappear before delivering the finishing touch.



Guard

When first you meet the *King's Field* Guard, you're bound to be impressed with his weapon: the Crescent Axe. Its long reach and above-average damage potential make the Guard a very formidable opponent. If you rush the Guard straight on, he'll almost invariably stiff-arm you with the Axe, and then whack you a couple of times for good measure while you figure out what's going on. Try to bait him into taking a swing (not a hard thing to do) and then counterattack. Also, a weak magic blast will serve to set the Guard back on his heels for an instant, at which time you can close to attacking range without the stiff-arm coming into play. Try to keep from standing directly in front of the Guard, whether attacking or backing off, or you'll pay the price.

Archer

As with the ordinary Guard, the *King's Field* Archer is bound to make a strong first impression. If you're like most players, your own Bow will be a sort of cumbersome addition to your arsenal: Effective, but tough to use on a moment's notice with the desired result. The Archer doesn't have nearly as much trouble finding the target as you might, however, and he'll plug you full of Arrows in a matter of seconds. Get two or three Archers in the same room, and you'll be doing an impromptu porcupine imitation right before your untimely death. If you have a distance magic attack, use it on Archers. If not, or if your attack isn't strong enough to kill them outright, then you have to close the gap and force them to slug it out. That'll be painful, but it won't be deadly. And don't forget to use Missile Shield. It's not completely effective, but every little bit helps.

Mogul

Melanat's contribution to evolution, the Mogul, is found in one room on the entire island. You can't miss it. The large, toadish creature has a couple of different tricks, including hopping high in the air and landing on you for significant damage. Other than that, it just sort of squats there and kicks at you. More strange than tough, the Moguls give up the ghost pretty easily, but they're too tenacious to be ignored.

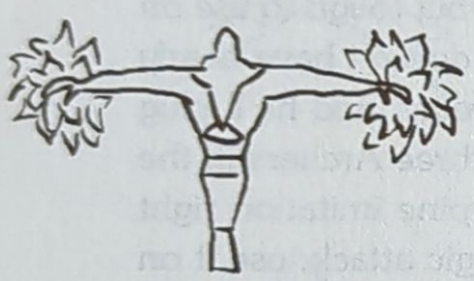
Uncommon Monsters

As the game progresses, the monsters get bigger and badder. Fortunately, so do you. Most of these creatures are only a serious threat if you're truly overmatched—That is, your character just doesn't have enough strength

or experience to contend. In that case, you're probably trying to overstep the logical progression of the game and you need to dial back the ambition a little. The game is structured so that your progress is on a nice, even curve, and that's reflected in the monsters you combat as you creep closer to the Black Dragon's lair. Most of these creatures have magical distance attacks, and you should have the same capability before you go kicking in doors in their neck of the woods.

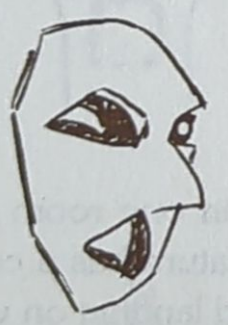
Log Stalker

Large, animated evil trees, Log Stalkers hurl hurtful bolts of magic and bestow unkind head slaps. Chopping weapons or Fire Magic are the best ways to deal with Logs, of course. One Firewall spell is usually all it takes.



Salamander

These lizard-like flame throwers can do damage in a hurry, but they aren't real tough when it comes to taking punishment. Two or three Arrows will do the trick; since they're rooted to the ground, you only have to find them once. They ain't goin' anywhere. If you're fighting them up close, which is occasionally a requirement, use a low-level spell to keep them off-balance, then slice them up. Be mindful that they don't coax you into a crossfire. Usually, where there are Salamanders, there's a way to avoid the brunt of their attack simply by taking cover.



Billent

These flaming fixtures that line the walls outside King Harvine's Castle and a number of other places come in two types: directional and non-directional. A directional Billent can guide its blasts toward you, while a non-directional type cannot. Directional Billents can only be attacked safely from a distance (for the obvious reason). Ice Storm or Freeze spells seem to work best against them. A non-directional fixture can simply be approached and hacked off the wall. After a few attacks with a sword or axe, the face will groan and disappear.

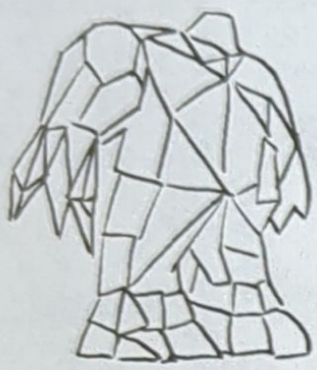
Copper Knight

The Copper Knight, common both in and near King Harvine's castle, mixes deadly magic with a truly impressive sword attack. Use magic when you can, either Wind or Earth; if you are forced to slug it out, wait until your strength meter comes all the way up before attacking. You're going

to need all the power you can muster. Refer to the walkthrough for specific situational tactics, especially with regard to Harvine's Castle.

Refma

Refma—disembodied blue elf heads—are the high-end nuisance of *King's Field*. Most mid-level offensive spells will dust them, but if you let a Refma touch you, it'll drain Magic Points at an alarming rate. It'll only drain Hit Points if there are no Magic Points available. Lure Refma to the threshold of a room and dispatch them from a safe distance with Ice Storm.



Ice Warrior

If you play your cards right, you only have to fight two of these big monsters in the entire game: the one in the Magic Cave of Ice and the one near Necron's Coliseum. Avoid the lumbering behemoths and unload with whatever Fire Magic you have on hand. Game over.

Earth Elemental

These huge, dinosaur-looking beasts are real trouble, especially if you go dropping down into the Cave of the Earth Elementals without the Freeze spell. One shot of Freeze will kill them all except the boss monster guarding the Elf's Cave. In lieu of Freeze, try Arrows. You have to get closer than you might feel comfortable with for this tactic to work, but the fact is you can shoot them with arrows from about 35 feet away, and you'll have time to reload before the beast can gather itself and attack. Take them out one at a time: There's no way you can ignore one of these creatures while you're attacking another . . . and live.

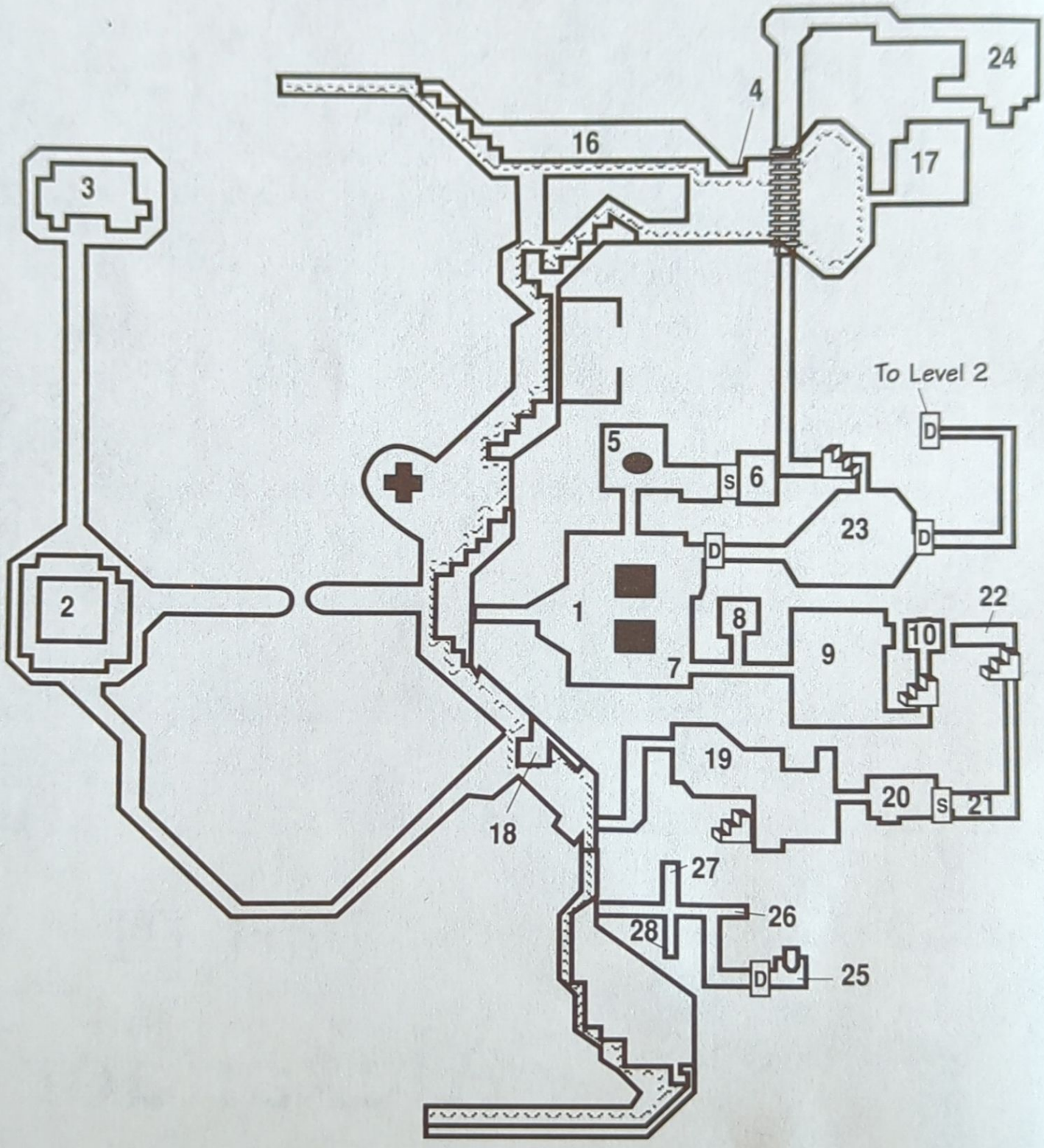
Demon Lord

Outside of the Earth Elemental, the Demon Lord is probably the sternest test you could face in hand-to-hand combat. Magical, lightning-fast with a whip-like tail, these guys are also downright mean. Fortunately, in the same area you first encounter Demon Lords, you also pick up the final Light Crystal, and thereby learn the Flash spell. The Demon Lord has not been made that can live through a single blast of Flash. It is the biggest weakness any monster displays in the game. Considering what the Demon Lord will do to you should you employ any other strategy, you'd be best advised to Flash and forget.

Part III

Alexander's Quest

Level 1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✖ Staring Point

1. Iron Mask, Earth Herbs
2. Magic Crystal: Fire , Earth Herbs
3. Kraken, Breast Plate
4. Short Sword
5. Healing Pool, Kraken, Green Slime, Earth Herbs, Crystal Flask (PK)
6. Skeleton, Leather Shield
7. Kraken
8. Gold
9. Kraken, Earth Herb, Antidote
10. Empty Chest
11. **Game Save room**
12. **Star Gate**
13. **Head Eater, Green Slime**
14. **Head Eater, Crystal**
15. **Blood Stone, Green Slime**
16. Crystal, Kraken, Baltails
17. Skeletons, Knight Sword
18. Fisherman, Baltails
19. Giant Snail, Head Eater
20. Antidote
21. Trap Door in hall, Dragon Crystal
22. Head Eater, Dagger, Blood Stone
23. Kraken, Head Eater, Green Slime, Antidote(SC)
24. Two Giant Snails, Crystal Flask, Wind Crystal, Phantom Rod(HK)
25. Save Room
26. Pirate's Map
27. Skeleton
28. Skeleton, Crystal

(PK): Pirate's Key

(SC): Secret Compartment

(HK): Harvine's Key

Bold Callouts refer to map on page 46

Staying Alive: A Full-Time Job

X marks the spot where you wash ashore on Map 1. Your dagger is the sum total of your inventory; you need to remedy that in a big hurry if you plan on being much more than snack food for monsters. Head southeast and take up a position between the cave opening and the bridge that you can see to your right as the game begins.

Watch Where You Wade

Proceed with caution near the waters of Melanat. You'll often need to wade your way to a desired location, and it's usually possible to do so at a minimal risk; one misstep, though, can send you plummeting to the bottom of the proverbial briny deep. There are few manners of death so frustrating, since you've only yourself to blame for such carelessness. Look for the lighter blue underneath the water: It denotes a ledge that's safe to walk on—that's *walk*, not run, unless you're sure the ledge continues uninterrupted.

Right now, you don't need (or want) to explore the cave **(1)** completely. Just peek inside and check the barrels near the wall, on your left as you enter. The first is empty; the second contains your first official piece of armor, the **Iron Mask.** (If you're unclear on the concept of equipping your character, take a quick look at *Part I: Watch Your Step*. Put on the Iron Mask, grab any **Earth Herbs** you notice nearby, and exit the cave the way you came in.

Before you lay hands on your first suit of armor, you're going to take a quick trip to the top of the lighthouse tower **(2)** and claim your first **Magic Crystal**. After that, it's a simple operation to learn your first magic spell. As you exit the cave **(1)**, climb the stairs of the wooden walkway.

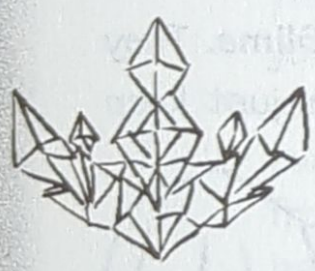
In order to get to the lighthouse tower by this route, you'll need to run off the walkway heading west. When it splits in the middle, your momentum will allow you to reach the ledge on the other side of the break.

Continue west and climb the stairs to the top of the tower **(2)**, grab the **Fire Crystal** and use it.

Now, when you select Magic under your Equipment menu, you'll see the Fireball spell come up. By equipping it, you'll designate it as the magic activated by the triangle key on your control pad.

Carefully climb back down the tower: You won't survive a long fall at this early stage of the game. Circle the tower, collecting **Earth Herbs,** and exit the tower area on the underwater walkway heading north.

Working Your Magic



At this early stage, you want to be very frugal when it comes to using magic. You won't have a good opportunity to replenish your magic points for some time, and your powers are too weak to be much use in combat, so don't fritter away magic when you have other options. For more specific details on spellcasting, *see Part III: Magic Items.*

Avoid any monsters that might swim near you as you run between the tower and area **3**. For that matter, stay away from the two small **Kraken** on the island itself. In your present puny condition, it's really not worth fighting them for the **Breast Plate**, particularly when you can run past the monsters, grab the armor, equip it, and run right past them again on

your way back to the opening of **1**. Remember to run across the gap in the wooden walkway!

Location **4** is just that: a location, as opposed to a room. It's where you'll find the **Short Sword**; it's not exactly a formidable weapon, but it's better than that dagger you've been clutching so desperately.

To get to **4**, you'll have to cross the underwater ledge in front of the **King Kraken.** I repeat: *the underwater ledge;* If you run too close to the King Kraken, you'll be fish food so fast it'll make your head swim.

Run past the King Kraken and take the small bridge heading north across the waterway. Hang a right, and dodge the two smaller Kraken in that area. When you reach your destination, grab the **Short Sword** and retrace your steps to the entrance of **1**. It's finally time to explore the underground—and kick a little monster heinie, as they say in Verdite.

Room **5** is the perfect place for your first encounter with the denizens of Melanat. The **Healing Pool** in the center will restore your Hit Points should they become depleted: Simply step to the edge and press the ⊗ button on your control pad for a refreshing drink.

There are two small **Kraken** inside **5**, and a large **Green Slime**. They won't exactly be pushovers, but you can handle the situation; just keep cool and remember that, between the pool and the **Earth Herbs** you should be accumulating, you can heal any bodily harm the monsters manage to inflict on you.

When you first attack a Kraken, you can swing straight in front of you. Once the head deflates, however, you must adjust your attack angle downward, so that you don't swing over the top of its head. Likewise, you must be looking downward to connect when swinging at a slime. For more specific fighting tips, see Part I.

While you're staring dejectedly at that locked chest in **5**, you'll probably notice the grunting sounds coming from . . . where? Behind that secret door to the east. Open the door to room **6** cautiously: Be prepared to step back out of harm's way. The **Skeleton** on the other side represents the toughest opponent you'll face in the early going of *King's Field;* if you let him, he'll hack you to bits quicker than it takes to tell.

In fact, now might be a good time to expend some of those Magic Points you've been so judiciously hoarding. Remember, you can always retreat to the Healing Pool behind you, rejuvenate, and attack again. The Skeleton won't follow you out of the room he's in right now, and you need to kill him to get at his treasure.

In the chest the Skeleton is guarding is a **Leather Shield**. Equip it. You're not exactly Conan, but you're doing better than when you washed up on the beach a few minutes ago.

The Skinny on Skeletons

The worst thing about Skeletons, especially when you don't have a lot of Hit Points, is their ability to attack several times in just a few seconds. Go in swinging, and back out when the Skeleton recoils from your blow. Let your strength meter come back up to full before attacking again. For more tips on fighting Skeletons, see *Part IV: Monsters.*

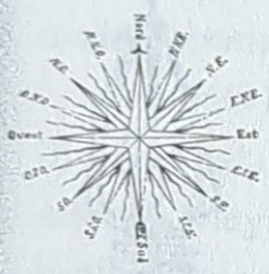
After refreshing at the Healing Pool, return to the large room 1. Area **7** is a corner of **1**, where a small **Kraken** sits guarding the hallway you'd like to travel. Fortunately, area **1** provides plenty of maneuvering room. Once you've disposed of the beast, continue down the hallway to the room on the left **(8)**.

Open the chest and collect the gold. Continue down the hallway.

By this point, Alexander has gained a level of experience, and it would be a real shame to get whacked by the two Kraken in room **9** and have to begin the whole process again. That's why, before either of the monsters can react, you're going to run right past them and bear right, then take a left and go down the stairs. Don't even stop at the bottom of the stairs (in **10**), but continue through and take an immediate right. Open that door, and you'll be in **11**. There you have your first opportunity to save the game.

To save your game, with a memory card in place, simply step up to the crystal fixture on the wall of **11** and press the ⊗ button.

Take Any Opportunity

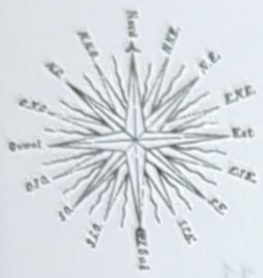


Though the documentation that comes with *King's Field* maintains otherwise, it is possible to save several games per PlayStation memory card. At the beginning levels of the game, when situations often take nasty turns in a hurry, you should save whenever you find yourself near one of these rooms.

The Guidepost in the center of room **11** is used for teleportation, but first you need both a Gate and a Key of the same type. That won't happen for a little while. Exit **11** and return to **9** directly. If you pause too long in **10**, the monsters above you will notice and punish you accordingly.

Back in **9**, slay the **Kraken** and collect the few items in this room (the chest here is empty). You'll notice that one of those items is not an Earth Herb, but an **Antidote,** which will cure you of poison as well as restore a few Hit Points. Don't use it until you need it.

Feeling a Little Ill?



Poisoning in *King's Field* is a fairly regular occurrence, and not really anything to be concerned about once you know this simple fact: Standing in Green Slime will cure you. Usually, you can find some Green Slime to wade through in the same vicinity of a poisonous monster; you'll take some additional damage, but at least your condition will stabilize. And remember: You don't die from poison unless your Hit Points are low to begin with; the effect wears off over a short period of time. Still, for those occasions when standing in Green Slime isn't possible, the Antidote comes in very handy.

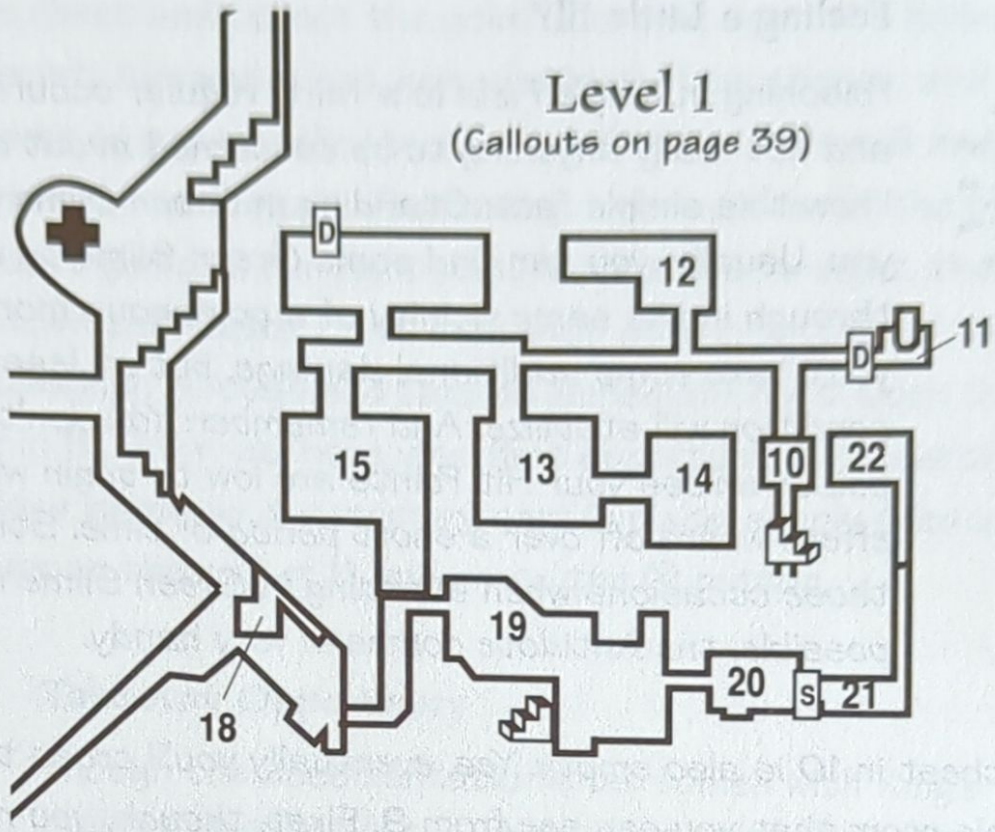
The chest in **10** is also empty. Yes, eventually you'll cross to the ledge above this room that you can see from **9**. First, though, you need to dispatch a few more monsters, and pick up the **Star Gate**.

In the northwest corner of room **12** is the body of a Soldier of Verdite, and on his corpse is the **Star Gate.** When you have the Star Key, and a minimum of 10 Magic Points, you'll be able to teleport. For now, just add the Gate to your inventory of Items.

The large mobile plant in room **13** is commonly referred to as a **Head Eater,** if you go poking your face where it doesn't belong, you'll find out why.

Power Plants

The Head Eater can be dangerous, since it will lunge at you from a distance . . . sometimes a greater distance than you're prepared for. But it pivots slowly and can't sustain too much damage without wilting away to nothing. Your tactic: As with all monsters, strike quickly and jump back. But also step to one side, so that its lunge will miss you.



Aside from its bizarre appetite, the Head Eater wields another threat: poison. Luckily, there's **Green Slime** nearby. (As you explore the next few rooms, it would be prudent to leave one of the Green Slimes alive. Down the hall aways is a snail like you've never seen before, and, though you won't confront it just yet, it may poison you with a breath attack as you pass by its room.)

One of the barrels in room **14** contains a **Blood Stone,** which you can use to cure any adverse condition besides poisoning. You'll pick up plenty of these as you explore Melanat, and later on you'll be glad you did. In the chest is a **Crystal,** not to be confused with a Crystal Shard. Crystals are rare and valuable, and, like Blood Stones, should never be sold.

Stones and Crystals

For right now, the Blood Stone seems like so much excess baggage. Later, when tougher monsters begin to slow or darken or paralyze you at an alarming rate, you'll be glad you've been collecting them. By using Blood Stones, you'll rid yourself of any ill effects with the exception of poisoning. You'll also begin to accumulate Crystals, which you should count as precious items. In the Central Village is a man who can use two Crystals to make a Crystal Flask, with which you can carry liquid of any type. Later on, that will be very important.

Room **15** and the small antechamber are holding **Head Eaters** and not much else. For now, you should avoid the room across the hallway from **15**. (And you'd better go stand in some **Green Slime**, or test out the Antidote, if you just *had* to take a peek at the Giant Snail. The door it's guarding, by the way, is locked. The **Pirate Key** opens it.) For now, it's time to go back outside and see if you can lay hands on the Knight Sword. Don't forget to save the game on the way there.

Area **16** is the ledge where you grabbed the Short Sword earlier. If you come off the bridge and take a left, you'll notice another **Crystal**. You can also stop and kill the **Kraken** here if you want, but be careful not to get boxed in by Kraken and the **Giant Dragonflies.** If you decide to fight them, based on your established ability with a sword, try to do it from a place where they can only come at you one at a time.

Ultimately, you're heading for the room concealed by the waterfall. Before you get there, however, pause well to the left of the waterfall and consider the following tactical note.

Getting the Knight Sword: A Survival Guide

At this point in the game, you can risk getting the **Knight Sword** from the two Skeletons behind the waterfall, but it is a significant risk—if, that is, you confront them directly. As with many instances in the early going of *King's Field*, discretion is the better part of valor here. If you attract the attention of the Skeletons before you enter the room, they'll stand side by side in the doorway and hack at you. And hack at you, and hack at you. If you attack one of them, the other one will hack you several times as a penalty. Instead, you're going to run quickly into the room, grab the Knight Sword, and hightail it back out again. (Later, when you have an item called the Skull Key, it'll be worth your while to stay and fight it out. For right now, getting the Knight Sword and remaining in relatively good health should be your highest priorities.)

Standing to the left of the waterfall, you can see the entrance to cave **17**. Once inside, you're going to run straight ahead, with the wall on your right. About halfway down the wall, you'll notice another small waterfall off to your left. Shortly after you see it, you'll want to angle towards it, running across the room. The **Knight Sword** is beneath the water on the floor, between you and the small waterfall. With any luck, searching rapidly as you advance, you'll pick it up before the two **Skeletons** realize what you're up to. Once you have it, equip the sword and assess the situation. How's your health? Where are the Skeletons? Make haste to the Healing Pool and catch your breath. When you're at full strength, Hit Point-wise, go and save the game. Getting that sword is like running the gauntlet, and you don't want to have to do it twice.

(As you return to areas you've already cleared of monsters, you'll notice that some have regenerated while you were away. You can fight them for the experience at this stage of the game, but soon enough you'll tire of killing the same Kraken over and over again. Simply run past the beasts that reappear, unless you have specific business in their room and need to clear it out once again. Once you leave, even for a few seconds, the monsters will reappear anyway.)

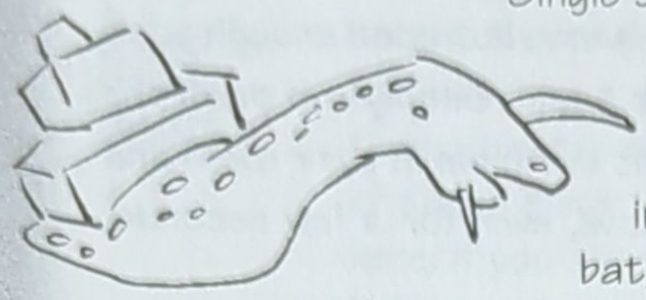
At point **18**, you can stop and talk to the fisherman, though he really doesn't have much to say that you haven't experienced firsthand by now. Duck into the hallway leading to **19** if you need shelter from any **Baltails** that appear.

Battling these big bugs can be one of the most frustrating pursuits in *King's Field*. Note that you almost always have to be oriented so that you're looking upwards in order to strike them with any weapon, but also that they're unable to attack if you just chop off their tails.

Okay, it's time to meet *King's Field*'s own escargot-with-an-attitude—the **Giant Snail.** If you happen to look inside room **19** and the snail is looking directly back at you, you have two options, either of which you'll need to do in a big hurry: 1) Run past the snail, then turn towards it. 2) Duck back out into the hallway a good distance, and wait for the beast to reorient itself so that it's not facing the doorway directly.

Either of these tactics will allow you, quickly in the first instance and eventually in the latter, to take care of business. There will also be a **Head Eater** or two in this room, hopefully far enough away that you can dispatch the snail before dealing with that threat. This room is more a test of your maneuvering ability than anything else. Should you become poisoned, there's an **Antidote** on the floor in room **20**.

A Snail Tale



Single snails really aren't that much of a threat, despite their ability to deal out huge amounts of damage to the unwary; just remember you can't hurt them by banging on their shells. To master snail combat, think *flank attack*. Don't stand right in front of snails. They'll breathe on you, bite you, and kill you—just about that fast. Step to one side of a snail (an easy trick since snails turn and move very slowly) and slash away at its exposed neck.

Yes, you will eventually get to the opening on the south wall, above your head. No, not yet. First, a secret door opens in the wall to the east.

The chest at the end of the hallway lures you to step on a trap door. It is possible, though, to run along the wall and avoid the trap. In the chest is a **Dragon Crystal,** which will restore your Magic Points to maximum. Before you use it, you should deplete your Magic Points as much as possible, since the crystal will max you out regardless of your total. Falling through the trap door leads you to area **22**, the landing visible from room **9**.

The **Head Eater** at **22** guards a chest with another **Blood Stone**. The monster will also drop a **Dagger** when you kill it; it isn't very helpful, but it can be sold later on. From **22**, you'll have to jump over the ledge, sustaining a few Hit Points' damage, to continue.

Since you're in the neighborhood after jumping down to room **10**, you might step into **11** for a quick save. It's time to head for the second significant level of Melanat, though you'll be back in this vicinity after you have the Pirate's Key.

But What About Those Stairs?

Yes, there is a staircase leading upwards from the Giant Snail's cave. It leads to an area full of Skeletons, and chests that you either can't open (for lack of a key), or would regret opening (because of the brutal fighting that ensues). For now, you're much better off to go and get that Pirate's Key, and come back stronger in the bargain.

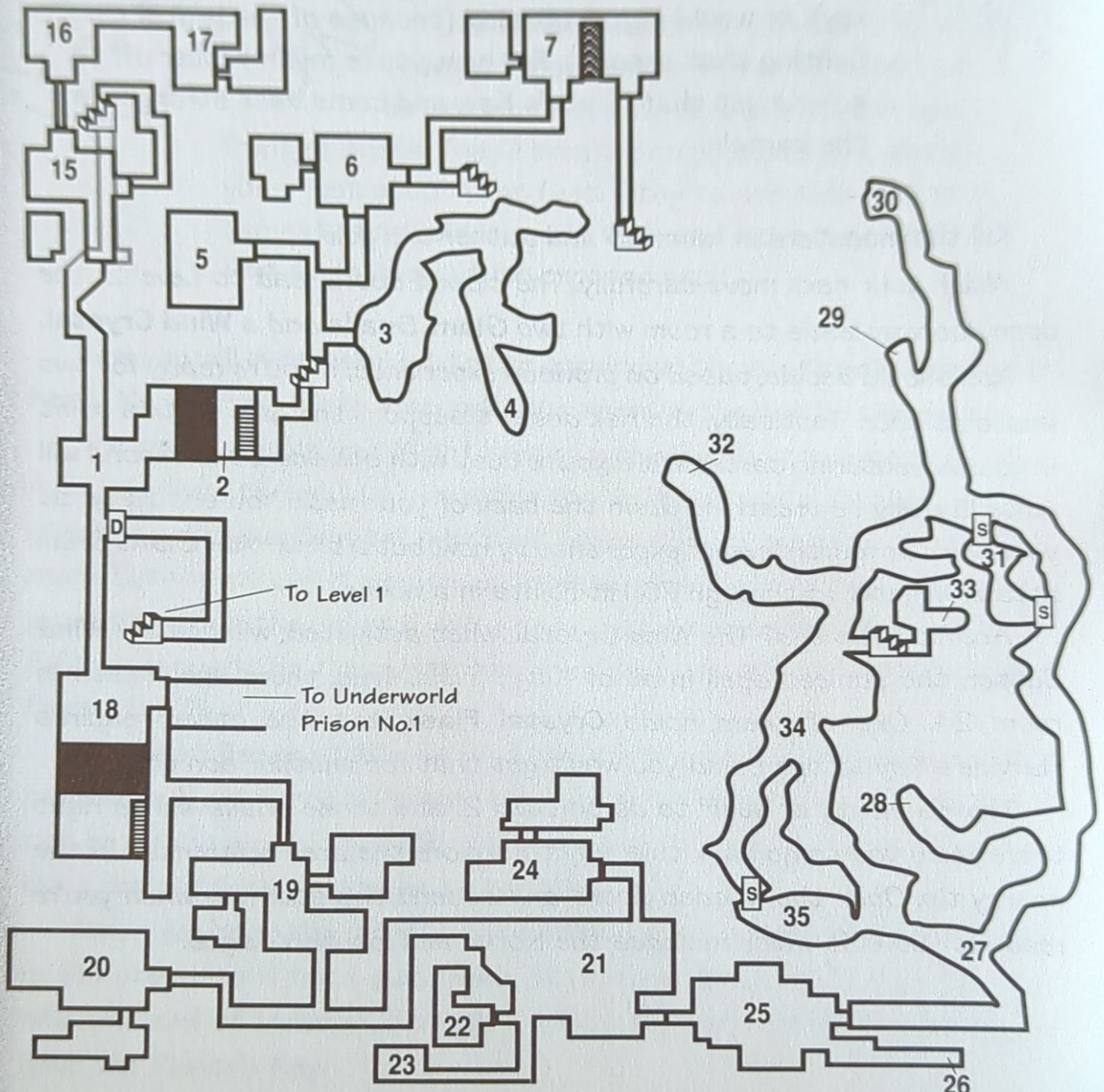
Kill the monsters in room **23** and gather the gold.

Weigh your next move carefully. The closed doors lead to Level 2: the open doorway leads to a room with two **Giant Snails** and a **Wind Crystal.** You should decide, based on previous experience, if you're ready for two snails at once. Tactically, the risk doesn't support the gain at this point in your adventuring career. While you're busy with one snail, the second will quite literally be breathing down the back of your neck. You should be at your third or fourth level of experience by now, but a blind-side Giant Snail attack will still go through 70 Hit Points in a hurry.

And to what end? The Wind Crystal, when activated, will bestow **Wind Cutter,** the puniest spell in all of *King's Field*. True, there are chests in room 24. One of them holds **Crystal Flask**, but the other requires Harvine's Key to open, and you won't get that for another eon or so.

There's plenty of stuff to do on Level 2, and those snails will be right there when you come back this way to explore the area referenced in the nearby tip. Open the wooden doors and ascend the stairway when you're ready for Level 2, which includes the North and South Villages.

Level 2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To Level 1
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To Underworld
Prison No.1
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The North Village

1. Room with Bridge Switch
2. Guard, Bridge, [Earth Crystal (GK)]
3. Ghosts, Head Eaters
4. Iron Boots.
5. Earth Herb
6. Al Hunt
7. Nola Bagil, Healing Waters
8. **Termites, Crystal Shard**
9. **Head Eater, gold**
10. **Ghosts, Termites, Head Eater, Earth Herb, Access to 37**

11/12. **A Head Eater, Earth Herb, Access to 51**

15. Head Eater, Green Slime, Crystal Shard

16/17. Red Slime, Baltail, Crystals, Antidote

The South Village

18. Guard, Bridge Switch, Bridge
19. Raffy Foss
20. Keymaker Mark Wozz: Silver/Gold Keys
21. Ghosts, Red Slime, Giant Termite, Earth Herb (SK), Crystal Shard
22. Knight Helm.
23. Game Save room
24. Rand Ferrer's House
25. Ghosts, Head Eater
26. Fai Fadlin

The Small Mine

27. Giant Termite
28. Short Sword.
29. Giant Termites, Reiks, Star Key
30. Earth Crystal
31. Verdite (MK)
32. Rand Ferrer, Crystal
33. Giant Termites
34. Reiks, Crystals
35. Reiks, Crystal, Morning Star

Bold Callouts refer to map on page 57

The North Village, the South Village, and Beyond . . .

Opening the wooden doors at the top of the stairway, you can head either north or south towards the respective villages. Once that area is explored, you can double back and explore the southern regions. Since the South Village dovetails nicely into another area, the Level 2 walkthrough starts to the north. In each village you may find yourself tempted to go on a shopping spree, but have a good look around each area before you do. You'll avoid buying things that you're about to find. Also, note that room **14** is a room where you can save the game. It's easily accessible from the North Village without a fight. The hallway extending north from room **1** will wait until you explore the North Village proper. The discussion of that small area begins with room **15**.

The North Village

When you're ready, throw the switch on the wall in room **1**, and the bridge across the chasm of room **2** will elevate.

The Guard patrolling in room **2** will cross the chasm when you throw the bridge switch, and you should make him pay for his aggressive nature. (If you should fall into the chasm and *not* die instantly, you'll discover a small area in which you'll become trapped. Once you have a Key to go with your Gate, and enough Hit Points to live through the fall, you'll be able to explore these and many other areas accessible only by a leap of faith.)

Axe, and Ye Shall Receive

The standard *King's Field* Guard is a formidable foe due to his weapon of choice, the Crescent Axe. With this, the Guard can effectively stiff-arm you if you rush him directly. Instead, maneuver to one side before you close to attack range, and pivot as you back off to avoid his counterattack.

Explore this small graveyard area (**3**) and explore carefully. It's full of **Ghosts** and **Head Eaters**; that's really not that bad unless you find yourself simultaneously darkened or slowed by a Ghost and under attack from several enemies at once. Take advantage of the monsters' inability to cross certain thresholds, and keep hacking. The experience you gain is worth it, as is the chest at area **4**, which contains the **Iron Boots**.

That Fighting Spirit

Ghosts, while not particularly dangerous by themselves, often show up with other monsters in the same area, and that can be a problem. Remember that a Blood Stone will dispel darkness or slowness, and don't be ashamed to retreat out of a crowded battle if Ghosts are present. If you become darkened or slowed, even a lesser monster can do serious damage while you're impaired.

When you leave area **4**, you'll discover that the **Ghosts** have regenerated behind you. Fight them or dodge them on your way back to the hallway, then check room **5** for an **Earth Herb** in a barrel. Enjoy.

Say hello to **Al Hunt** at area **6**. Pick up a couple of **Earth Herbs** if you

need to, but *don't* eat them right now, unless you've been poisoned and death is imminent. Sell that extra Dagger and any Crystal Shards, but hold off on purchasing anything else for awhile. Al's is the only place you can acquire a **Moon Shield**, though that might be a bit pricey right now. (He does have the lowest price in *King's Field* on Earth Herbs, though.) It's also worth noting that Al will sell you **Plumes** of the **Seath** variety. Later on, that'll be very helpful.

The house at area **7** is **Nola Bagil's** place, near a stream of **Healing Waters**. (Yes, you will meet her brother, **Dias**, eventually. He'll be guarding the **Dark Slayer**, the sword with which you'll slay the Black Dragon, and he'll try very hard to kick your butt up around your ears.) Drink up and head downstairs, to the south from Nola's place.

Dispose of the Termites in room **8**, and check the walls for secret panels . . . carefully! One hidden compartment holds a treasure, another activates a nasty trap.

Search the walls by running along them and pressing the ⊗, when you hear a panel opening up (behind you, in the area you just searched) *don't* stop! Continue a few more steps before you turn and look: A panel with a **Crystal Shard** will remain open, while a spear trap will close up again. If you keep moving forward, the spear trap will jab the air just behind you. If you stop when you hear the panel slide, and spears pop out, you'll get skewered.

Once Bitten . . .

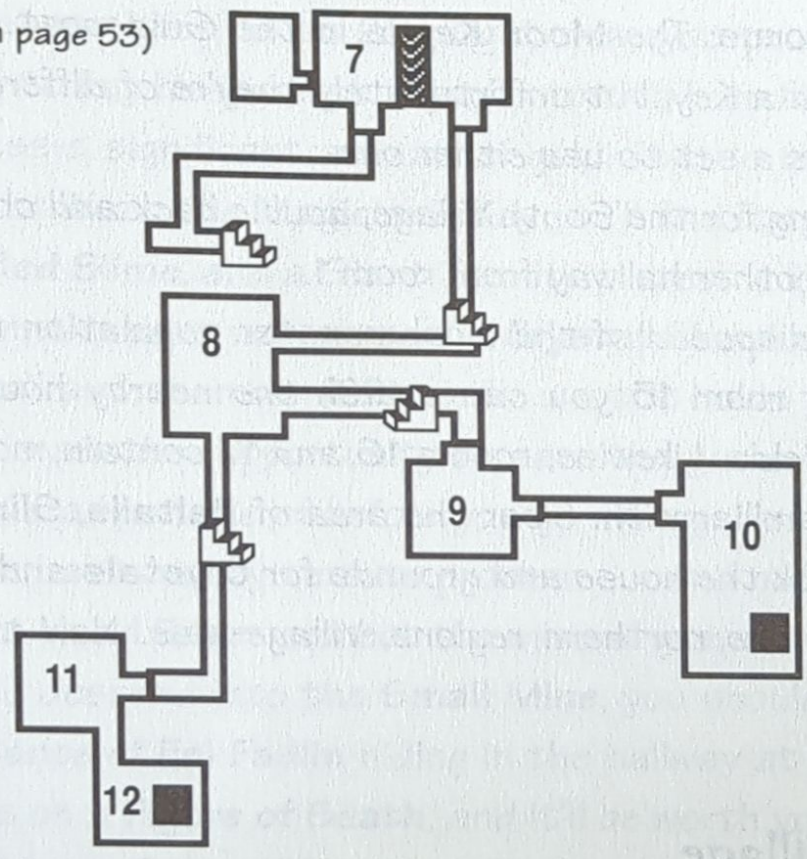
Termites can paralyze you; worse, you stop in your tracks, but they don't. The bothersome bugs will continue to gnaw on your stiffened body until you are quite dead. To fend them off, angle your

attacks downward, almost at your feet, and back quickly away. Should you become paralyzed, use a **Blood Stone**.

In room **9**, a **Head Eater** guards a chest of gold pieces, while a menagerie of monsters protects a hole in the floor in room **10**. The hole drops you directly to room **51**. Right now, dropping down is a bad idea, but you can fight the **Ghosts**, **Head Eaters**, and **Termites** in room 10 for the gold they drop and any **Earth Herbs** or **Antidotes** lying on the ground.

Level 2

(callouts on page 53)



In the area of **11** and **12**, a **Head Eater**, perhaps two, guards another hole in the floor. The opening drops to **37**. Again, better that you continue in an orderly fashion after collecting the **Earth Herbs** on the floor.

If you continue past the turnoff to **Nola's** house, you descend to room **13**, which features an opening and two ornate doors. One door is labeled **"Sealed."** On the other side of that door is **Old Hand's Cave** and the **Fountain of Gold**, which you must activate to unseal this portal. The other door, the one that says **"Not Accepted"** when you try it, holds one of **Seath's** precious artifacts. You'll need to have the **Dark Slayer**, the sword with which you'll slay the **Black Dragon**, before you'll be granted admittance.

Room **14** is another room where you'll want to save the game, with a special added bonus: The **Moon Key** is in the Guidepost. You now have both a Gate and a Key, but unfortunately they're of different types. You have to complete a set to use either one.

Before heading for the South Village, double back and check those few rooms down the other hallway from room **1**.

Once you've disposed of the local monster population (**Head Eaters** and **Baltails**) in room **15** you can search the nearby house; a **Crystal Shard** is all it yields. Likewise, rooms **16** and **17** contain monsters you're becoming very familiar with. Clear the area of **Baltails**, **Slime**, and **Head Eaters**, and check the house and grounds for **Crystals** and an **Antidote**.

That's it for the northern regions, Village-wise. Now turn your trek southward.

The South Village

As with the North Village, a merchant here will entice you with a store of intriguing items. Right now, most of what you can afford to buy can be

found in this area. Any item that you can sell for a decent price is something you should hang onto.

The **Guard** in room **18** is on your side of the collapsed bridge. Kill him and throw the switch on the wall to elevate the walkway (don't forget to watch your step near the chasm as you fight).

Raffy Foss plies his trade in the house to your left as you enter area **19**: he generally has a wider selection of goods than **Al Hunt**, though they are not nearly as exotic. Sell any excess baggage you might be carrying—Crystal Shards is probably the extent of it—and get ready to take the plunge into the **Small Mine**. The other house nearby is empty.

One of the most important merchants in *King's Field* is **Keymaker Mark Wozz,** whose shop is at **20**. Right now, you probably don't have enough money to buy his wares, but you'll want to keep him in mind as you start to amass a significant amount of gold. Plan to buy the **Silver** and **Gold Keys** from Wozz; the **Magician's Key** you'll find for yourself later on.

Ghosts, **Red Slime**, and a **Giant Termite** protect a locked chest in **21**, while panels on the east wall conceal a **Crystal Shard** and a spear trap. Check the small antechamber **(22)** to the west; it holds the **Knight Helm**.

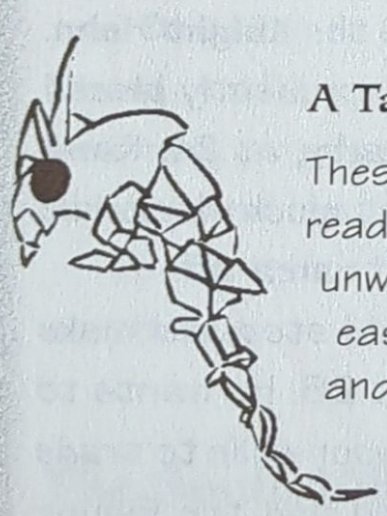
Room **23** is another opportunity to save the game, prudently placed for you to take advantage of before you go mining. Nearby, at **24**, **Rand Ferrer's** abode has a nasty termite problem . . . and not much else, while **Ghosts** and a **Head Eater** protect the miners' graves in area **25**.

Before you descend into the **Small Mine**, you should stop and make the acquaintance of **Fai Fadlin** hiding in the hallway at **26**. He wants to get his hands on a **Figure of Seath**, and it'll be worth your while to trade him for the **Moon Gate**. (Of course, first you have to find the Figure; that'll come later.) After that, in turn, he'll offer to trade for **Harvine's Flute**, **Necron's Map**, and the final **Light Crystal**. (Between the map and

the Light Crystal, you'll need to advance a level of experience before he'll want to bargain again. With that in mind, even though you have much better maps in hand, it behooves you to trade for the map as soon as you can. That way, you don't end up grinding your way through a level of experience at the end of the game just to get your hands on the final Light Crystal.)

The Small Mine

Welcome to the **Small Mine**! Bear right at the first intersection, near **27**, and start thinning out the local **Giant Termite** population. You're very close to completing your first set of Gate and Key. A dead Soldier of Verdite down this short branch of the mine **(28)** still holds a **Short Sword**. After taking it, backtrack and fight your way through **Giant Termites** and **Reiks** to claim your prize: The chest at **29** holds the **Star Key**. Once it's inserted into a Guidepost, you'll be able to teleport to that location from anywhere else on Melanat by activating the **Star Gate**.

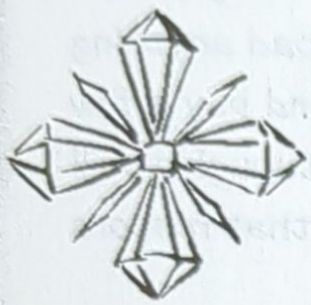


A Tail Spin

These annoying creatures hover in the mines of Melanat, ready to inflict paltry amounts of damage on the unwary. If they go into a spin cycle, it's usually pretty easy to step to one side, after which they'll hit a wall and become disoriented for a few seconds. You should kill them during this time.

The chest at the end of the mine shaft, at area **30**, holds an **Earth Crystal**. When used, it bestows your second spell: **Earth Heal**. Isn't it about

time? When you retrace your steps to the intersection nearest the location of the Star Key, you might notice that there's a secret door on the wall right in front of you. Too bad the chest inside, at **31**, is locked. If you had the Magician's Key, you'd be able to claim the chunk of **Verdite** inside.



The Spell That Heals

The Earth Magic spells are some of the best in the game, beginning with Earth Heal. For three Magic Points, you can now give a significant boost to your Hit Point total.

As you face the secret door from the outside, hang a right at the intersection. If you explore the nook to your left past the intersection, you'll discover a trap door that drops you down to another section of the Small Mine. You'll be able to reach that section **(33)** in a less disorienting manner by using a stairway that's just ahead of you, so skip the nook (for now). **Rand Ferrer** is digging crystals at **32**, with mixed success—especially since you'll relieve him of the **Crystal** in his bucket.

Area **33** is where you arrive if you fall through the trap door in the nearby nook. Down the aforementioned staircase, you'll encounter a room full of **Giant Termites**. You can hack at them from the stairs—they won't follow you up—and collect their life savings of gold pieces. Veer left at intersection **34**, and collect any goodies you find on the mine floor while polishing off the **Reiks**. There should be **Crystals** and **Earth Herbs** nearby. When you realize you've reached the bottom of the staircase that enters the mine, double back to **34** and check the other avenue. At the end of the passage is a secret door that opens into **35**.

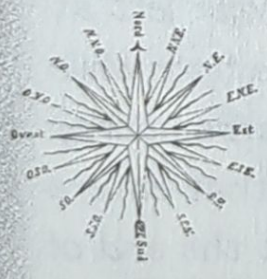
Whack the Reiks and take the **Crystal** from the chest at **35**. If you walk toward the window slit and search, you'll also find another **Morning Star**.

That's it for the Small Mine (with the notable exception of that locked chest at **30**). Don't forget to stop and save the game on your way to **36**.

Now would be a prudent time to stop by Raffy's place, unload anything you don't need—extra armor, weapons, Crystal Shards—and buy a few more Earth Herbs. There's some tough fighting ahead. Soon, though, you'll be in the room of the Fountain of Gold, sipping from streams that restore both Hit Points and Magic Points.

The Vicinity of the Underworld Prison No. 1

When you enter the hallway **(36)**, pass by the closed blue door on your left and go up the stairway that follows on the left-hand side of the hall. The blue door will open as you pass, and two **Guards** come out behind you. If you go up the stairs, they'll file right back into the room they came from. The pile of bones inside **37** hides a **Rhombus Key**, which you need to open any of the blue doors in this area and beyond.



A Key Called Rhombus

Most of the time when you go through a blue door, you need to have another Rhombus Key in your inventory or you risk getting trapped. Soon, you'll start to collect them in sufficient amounts not to have to worry. If you do run low, you can have Wozz the Keymaker copy them

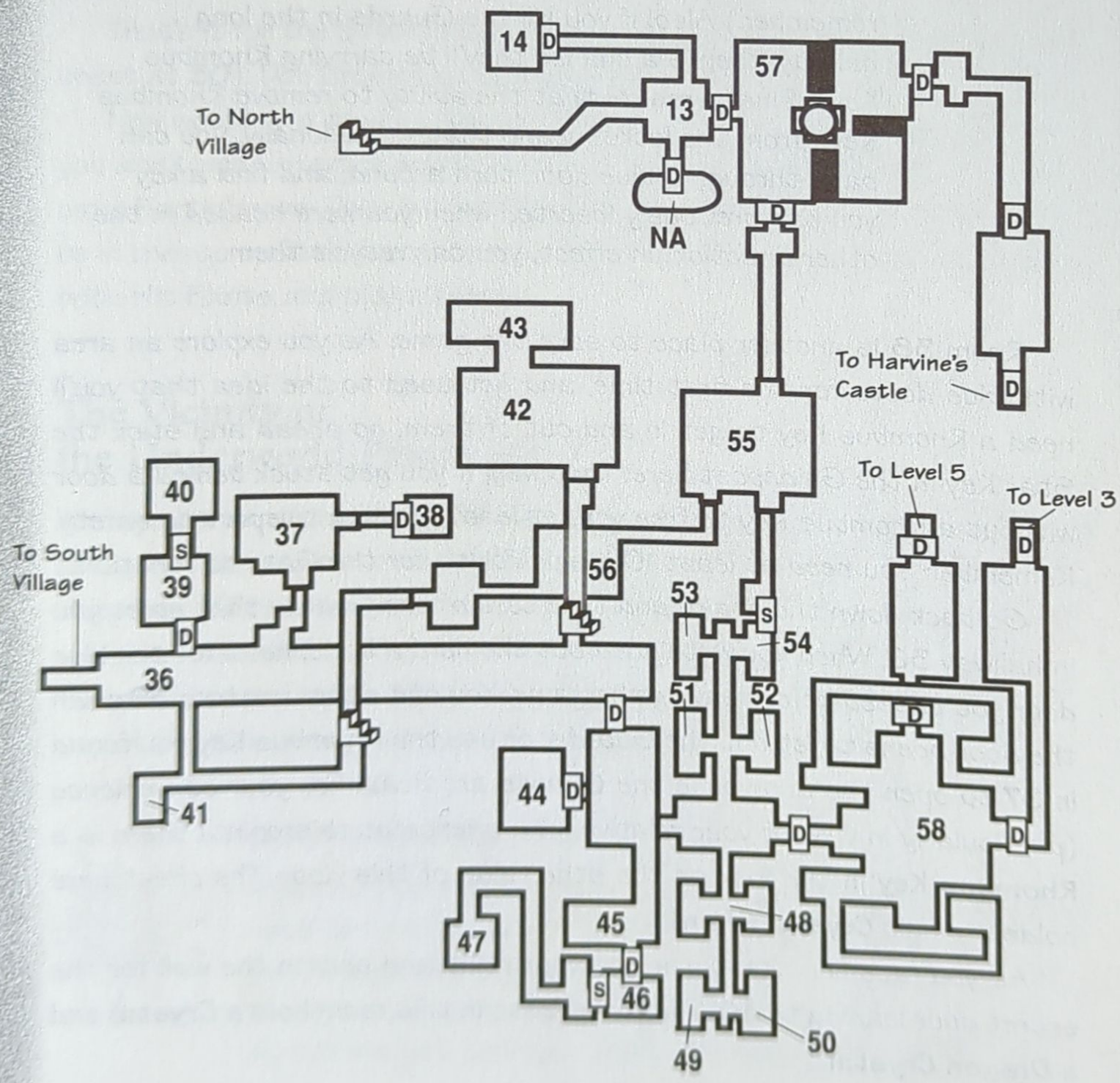
for you. (Note that with this first room, you can take the key from the lock inside, Gate out, and then reclaim the one you used to enter. That's a good trick to remember.) Also, if you kill the Guards in the long hallway, there's a chance they'll be carrying Rhombus Keys. Finally, realize that the ability to remove Rhombus Keys from the locks means that, occasionally, you can pass through a blue door, turn around, and find a key you had previously inserted when you were headed in the other direction. In effect, you can recycle them.

Room **38** is another place to save the game. As you explore an area with blue doors for the first time, and get used to the idea that you'll need a Rhombus Key to get in and out of them, go ahead and stick the Star Key in the Guidepost here. That way, if you get stuck behind a door without a Rhombus Key to free you, at least you can teleport to safety. Remember: You need at least 10 Magic Points for the Gate to function.

Go back down the stairs and take care of the Guards that greet you in hallway **36**. When you've thinned out the herd a little, head for the blue door you passed before saving the game. You can either run into **39** when the door opens to let out the **Guards**, or use the Rhombus Key you found in **37** to open the door once the **Guards** are dead. For your convenience (particularly in view of your relative inexperience at this point) there is a **Rhombus Key** in the lock on the other side of this door. The chest here holds a single **Crystal Shard**.

As you face the chest, turn to your right and search the wall for the secret door leading to **40**. The two chests in this room hold a **Crystal** and a **Dragon Crystal**.

Level 2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To Level 3
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The Vicinity of the Underworld Prison No. 1

13. Door: **"Not Accepted"**
14. Save Room, Moon Key
36. Large Hallway
37. Rhombus Key
38. Game Save room
39. Guards, Rhombus Key, Crystal Shard
40. Crystal, Dragon Crystal
41. Guard
42. Giant Snail, Red Slime, Rhombus Key
43. Crystal Shard
44. Base No. 1: Guard, Rhombus Key
45. Guards, Crystal Shard
46. Guard, Jail Key
47. Light Crystal

Underworld Prison No 1

48. Head Eater
49. Earnest Clyde, Dragon Stone
50. Head Eaters, Earth Herbs
51. Head Eater
52. Green Slime
53. Archer
54. Head Eaters, Secret Door
55. Ghosts, Head Eaters, Rhombus Key
56. Giant Snail, Dagger
57. Old Hand's Cave: Fountain of Gold
58. Guard, Archers, Arrows

(GK): Gold Key

(SK): Silver Key

NA: Not Accepted

The hallway across from that first blue door is a waste of time. The **Guard** in the alcove **(41)** to the right has nothing but gold, and the hall that extends to the left effectively dead-ends in a room full of slime.

At **42**, two **Giant Snails** and some **Red Slime** guard a **Rhombus Key**. There's a Crystal Shard behind the barrels at **43**. Time for the prison proper—through that blue door across the hallway.

Base No. 1 is room **44**, where a lone **Guard** tries in vain to keep you from the **Rhombus Key** on the table. Instead of going directly to jail, descend the staircase to your right as you exit **44**, and make a play for another **Magic Crystal**.

The two **Guards** at the bottom of the stairway, patrolling in **45**, can pose a real problem if you let them stand side by side and whack at you. Try taking one of them out with magic, then run into the room to finish off the other one on equal footing. Trying to attack from the stairs with your sword can be a very painful experience: The Crescent Axes of the **Guards** are just too long for you to do much damage without taking serious punishment in return. A sliding panel on the north wall conceals a **Crystal Shard**.

The Guard in room **46** carries the **Jail Key**. Relieve him of it, then find the secret door on the west wall. Your first **Light Crystal** is at the end of the corridor **(47)**. When you use it, the spell **Light** will be added under the Use Magic menu.

Do Not Stand in the Shadows

As the game progresses, you'll find areas too gloomy to explore safely without the Light spell. If you open a door and can't tell what might be just up ahead, shed some Light on the subject. It's almost invariably worth the Magic Points.

The central chamber to the **Underworld Prison No. 1** is vacant, but a **Head Eater** lingers in area **48**. The **Jail Key** opens the door to the cell at **49**, and **Earnest Clyde**, grateful upon his release from prison, gives you the **Dragon Stone**. Thank him kindly. Fate is not kind to Earnest. You'll run into him twice more while exploring, and the second time, he'll be dead. The cell across the way **(50)** holds **Head Eaters**, and also some **Earth Herbs**.

Note that if the Head Eater in area **51** poisons you, at least the cell across from it **(52)** holds Green Slime. Down the hallway, in **53**, is your fist encounter with the *King's Field* bowman. The **Archer** hiding in this antechamber can do damage in a hurry, so rush in and dispose of him before he gets the chance.

Close That Gap!

When fighting Archers relatively early in the game, get in close to them as fast as you can. This forces them to switch tactics, and they'll simply start punching you. Usually, that's less damaging than what they're capable of doing from long range. Soon you'll begin to develop damaging distance attacks of your own, but for the time being, get in close and slug it out.

On the north wall of the cell is a secret door **(54)**. Kill the **Head Eaters** for easy access. Follow the hall on the other side. Soon, you'll put Earnest's treasure to very good use. **Ghosts** and **Head Eaters** guard a chest with a **Rhombus Key** at **55**, and a Giant Snail is the only occupant of room **56**. A **Dagger** lies on the floor nearby.

Finally! Room **57** is **Old Hand's Cave** and the **Fountain of Gold**, though as of yet it's bone dry. You only have one of the Dragon Stones

you'll need to fully activate it. You'll find the other after you rescue a small boy named **Sandler** from the clutches of the biggest Termite you have ever seen.

For now, take the **Dragon Stone** in your possession and place it in the podium closest to the door when you enter. The pink liquid that gushes forth restores Magic Points. Jump down in the trough and press the ⊗ to drink. On the opposite side of the fountain is a podium with a stone already in place. Drinking there restores Hit Points.

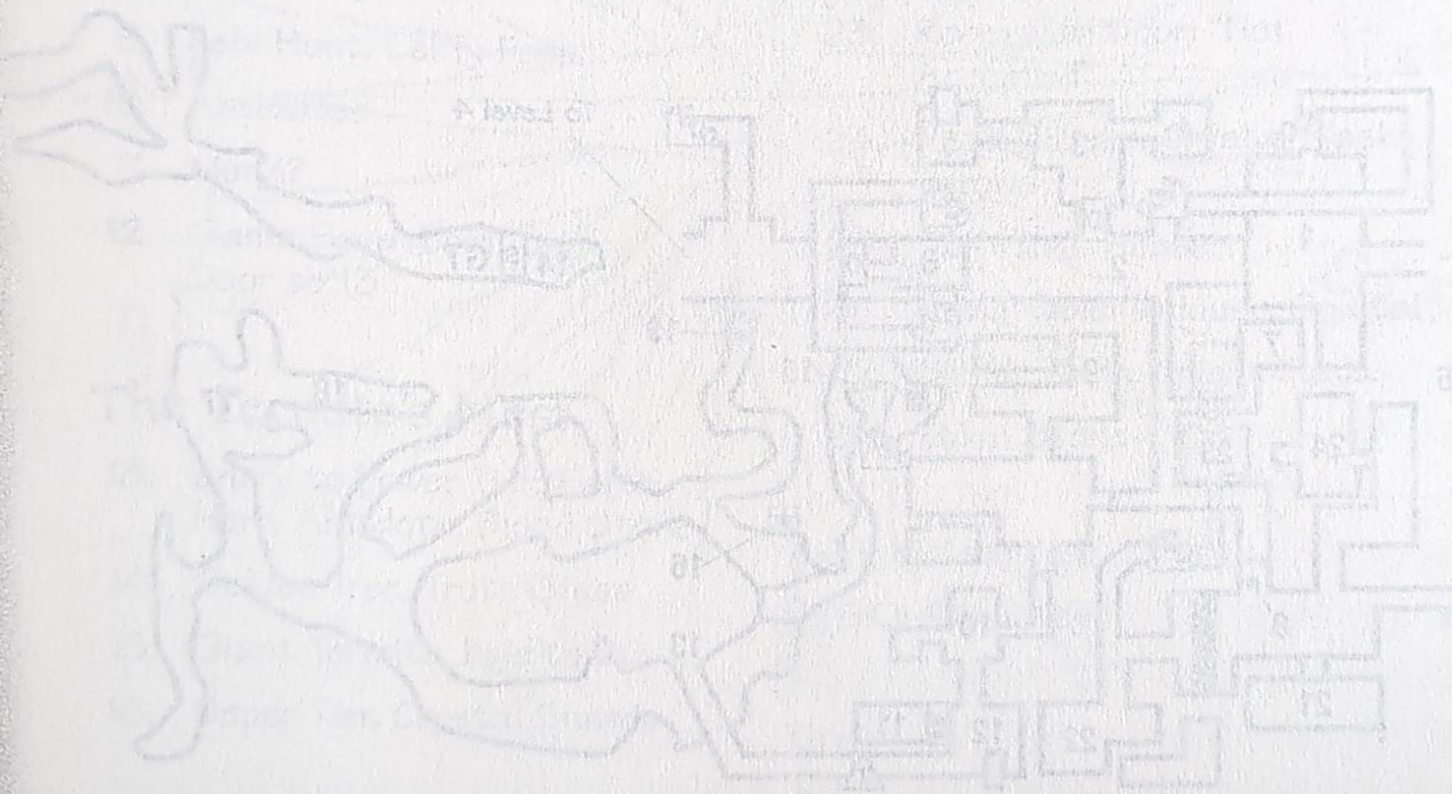
What might the other potion do when you place that last Dragon Stone? A clue: Unless you've *just* been attacked by certain specific enemies, you'll never notice. If you can't stand the suspense, check out the listing for room **57** on page **89**.

That listing also divulges where the doors from this room lead once they are unsealed, another effect of placing the final Dragon Stone. For now, there's one more room to this level of Melanat: behind the other blue door near the Underworld Prison. Get healthy, and go there.

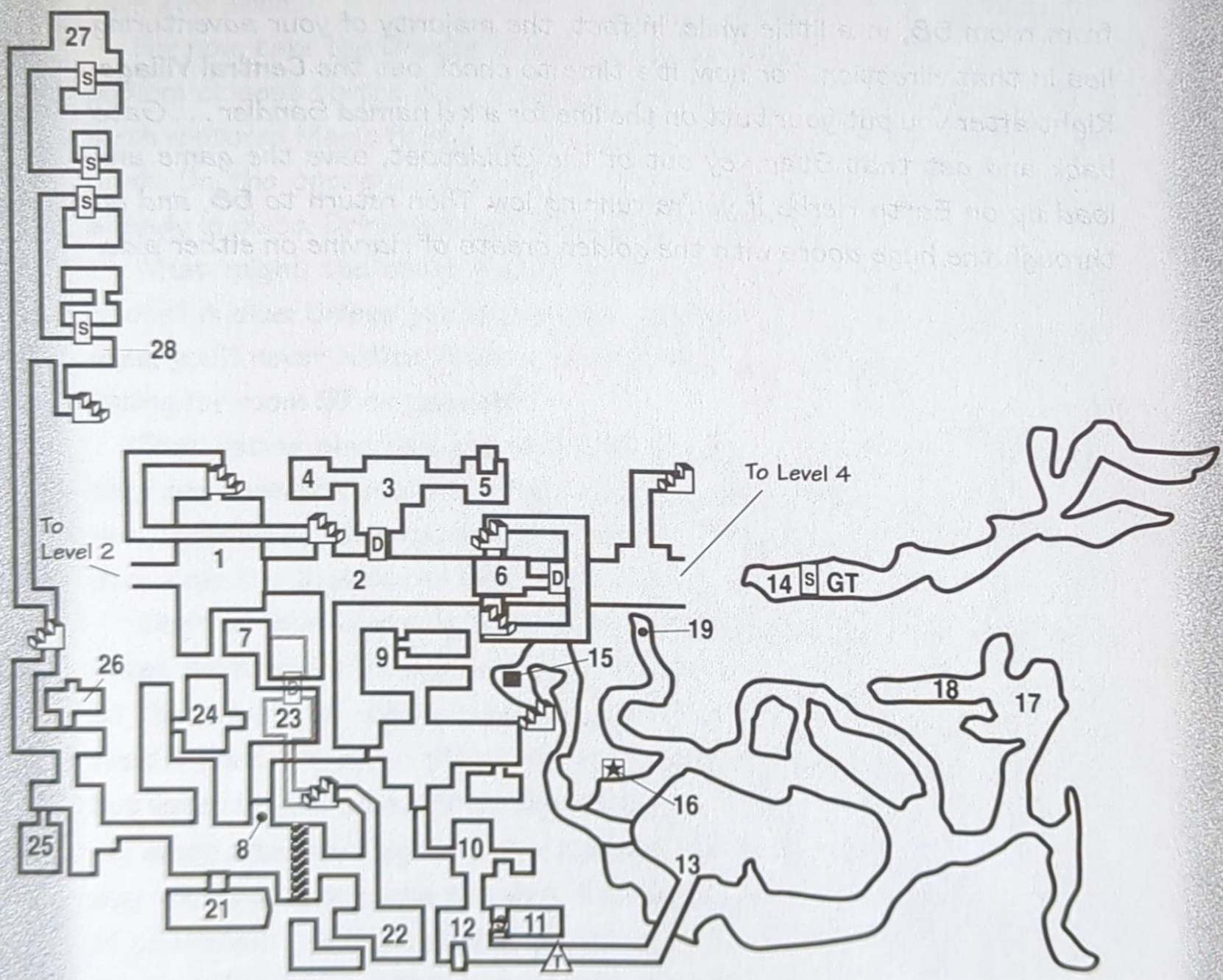
Don't be intimidated by the size of room **58**, just act quickly. When you enter, buttonhook around to the right and head upstairs. Kill the **Guard** at the top of the stairs, then proceed to the parapet and take out the first **Archer**. The other one will be shooting at you from across the room, but listen for the sound of his bow. Time your attacks so that you're backing away, after hacking, when the distant Archer lets loose an arrow. That way you'll be moving, and the shot from across the room will pass in front of you. When the first **Archer** is dead, cross the room and repeat the process. The second **Archer** has some **Arrows**.

That's a Wrap

That's it for Level 2. You'll come back to the **Big Mine**, which you access from room **58**, in a little while. In fact, the majority of your adventuring lies in that direction. For now, it's time to check out the **Central Village**. Right after you put your butt on the line for a kid named Sandler . . . Gate back and get that Star Key out of the Guidepost, save the game and load up on Earth Herbs if you're running low. Then return to **58**, and go through the huge doors with the golden crests of Harvine on either side.



Level 3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To Level 2
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11

Level 3

1. Archer
2. Large Hallway, Archers
3. Earth Herb
4. Meryl? Arrows, Phantom Rod
5. Game Save room
6. Base No. 2: Guards, Bow, Arrows
7. Archer, Arrows
8. Krola Amgun
9. Kehl Hunt, Celffy Foss
10. Antidotes
11. Meryl?
12. Game Save room, Trap Door to 13

The Termite's Nest

13. Entry to Lower Tier: Earth Herb, Antidote, Blood Stone
14. Golden Tree, Truth Glass
15. Giant Termite, hole to 20
16. Upper Tier, Crystal Shards

The Queen Termite's Lair

17. Giant Termite's Lair
18. Queen Termite, Earth Crystal, Sandler Amgun, Pirate's Key
19. Rhombus Key
20. Water Crystal, Elf's Bolts
21. Sandler, Krola Amgun
22. Cliff Lore's House, Meryl?, Moon Stone (SK)
23. Room with Door: "Not Accepted"
24. Radd Bilheim: Crystal Flasks, Arrows
25. Dalf Vice's House
26. David Tabler's House, Crystal
27. Blood Stone, Knight Plate.
28. Moon Stone

GT: Golden Tree

(SK): Silver Key

Rescuing Sandler

The third level of *King's Field* centers around the precocious youth Sandler, who's gone treasure hunting in a very dangerous place: the Termite's Nest. There is a tremendous upside to saving his bacon, however: immediate access to the Central Village (and, eventually, the final Dragon Stone in your hot little hands, not to mention a pair of Magic Crystals). Follow the long, wide hallways leading from Level 2, room **54**, and be ready for action when you step into Level 3.

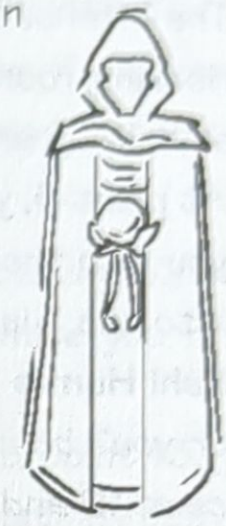
Towards the Nest

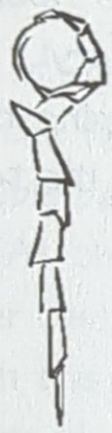
As you enter room **1**, you'll come under arrow attack from above. Head to your left, through the opening in the north wall. It doesn't connect to the parapet, and you'll have to run across a bridge exposed to more **Archer** fire, but then you'll be in the relative safety of another long hallway.

For now, you'll be operating out of the west end of the hallway **(2)**, with one notable exception—room **6**. Further to the east, a bridge is out that will impede your progress, and a host of **Archers** will pepper you for being curious. When you come into the hallway, turn left, throw the switch on the wall, and enter.

Room **3** is a safe area. Don't be intimidated by the thunderous growls of an aggravated monster; it's on the other side of a wall. Grab the **Earth Herb** from the barrel and check out room **4**. The barrel here holds **Arrows**, the chest a **Phantom Rod**.

It's quite possible that **Meryl**, the Seer, will be waiting in this room with her crystal ball. Meryl haunts certain locations in *King's Field*, ready to define any item you might present to her. In fact, the definitions in *Part II: Magic Items* are culled from her wisdom. If you return to a spot where she's been and find her absent, simply retreat a few rooms and return again. Chances are she'll appear.





Now You See It

Using the Phantom Rod causes the wall concealing any secret areas to become translucent, though the effect wears off shortly. The rods are relatively common in *King's Field*, and, since you have this book to guide you, you could consider selling them for some quick cash.

Room **5** is another area where you can save the game. After doing so, exit to the large hallway and run east, dodging the incoming Arrows. You can take either of the next two entryways you see, right or left. They come together underneath the large hallway.

Room **6** is **Base No. 2**, where two **Guards** wielding Crescent Axes stand between you and the **Bow**. Use magic to kill one of them from the doorway before you enter, or the confines of the room will work in their favor. One of the **Guards** is carrying **Arrows**. The Bow is on the floor in the northeast corner of the room. Take care of business, then return to the large hallway and retreat to the west. When you're about to run out of real estate (off the ledge, that is, and back into room **1**), take a left and head up the stairs.

The offshoot to your right allows you to descend to the parapet **(7)** overlooking room **1**. Kill the **Archer** and take his **Arrows**. Return to the small hallway and continue south. When you get to the T, take a right.

At point **8**, you'll get the scoop on **Sandler** from his mother. She won't let you into the **Central Village** proper until Sandler comes home. Double back to the T in the hallway and continue east.

Kehl Hunt's place, at area **9**, is also a dead end until Sandler is found. Later, you'll be able to buy and sell things here. Check the barrels for Antidotes at **10** and get ready to battle a whole nest of Giant Termites. Behind the secret door, in room **11**, is another place you're likely to find **Meryl**.

Area **12** is your last opportunity to save the game before dropping into the Giant Termites nest. Insert your Star Key in the Guidepost. It's termite time.

The Termite's Nest

A few notes on the Termite's Nest before you take the plunge:

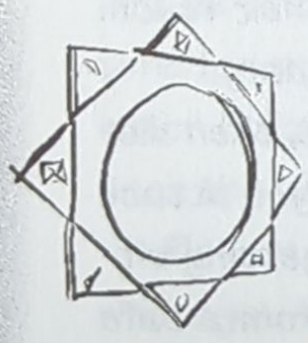
- First, it's essential to have the Bow in your possession. It's a waste of valuable Arrows to use the Bow exclusively while you're down there, but there's no better way to kill the Queen Termite than with arrows. None of the spells you have at this point are strong enough, and you really need a distance attack.
- Second, don't go down without putting the Star Key in the Guidepost, and a minimum of 10 Magic Points. Though you can get out of the nest without Gating, you're going to get a Magic Crystal for your grand finale, and you can't get out of that area without Gating. You may also need to Gate if you become paralyzed and run out of Blood Stones.

- Finally, don't feel obligated to stop and fight every termite. You'll end up getting swarmed, and they regenerate anyway. If you can run past them, go for it. Keep your wits about you, and Sandler will be home in time for dinner.

Walk towards the end of the short hallway from area **12** and you'll drop through a trap door into the nest. Hack the **Giant Termite** you meet there and follow the hallway.

As you come upon the lower tier of the Termite's Nest, point **13**, you want to get moving in a hurry or you'll draw a crowd. It's relatively easy to run along the wall, beginning with a left turn, and collect the goodies lying on the floor. Don't forget to search the bones for a **Blood Stone**. Then double back and take the passage to the left of the bone pile.

At the end of this hallway **(14)** is a **Golden Tree**. Give it a hack with your sword. Behind the Golden Tree is a secret door, concealing a chest with the **Truth Glass**. When you come back out of the secret room, look up at the top branches of the tree and you'll see a **Dragon Crystal** growing there—the result of your earlier slashing. It takes a while for the crystal to reach maturity and fall to the ground, but it's worth the wait. Any Golden Tree will yield a Dragon Crystal when treated thus, and nothing will come to attack you in this area. Return to the lower tier, and take the pathway to the right of the bones next.



Nothing but the Truth

The Truth Glass comes in particularly handy for those people or items that can't be carried to Meryl for explanation. When activated without specific intent, it reveals Alexander's location.

When the hallway widens at **15**, you'll see the hole you'll want to drop down after freeing Sandler. There you'll claim the aforementioned Magic Crystal before Gating back to the surface. Just past the hole is a stairway going up, and if you're not careful the **Giant Termite** coming down the stairs will back you into the hole before you're ready.

Turn right as you emerge onto the second tier **(16)**, and run along the ledge picking up treasure—**Crystal Shards**—as you go. On the opposite end of the upper tier is a large opening leading to the Queen Termite's lair. Once through it, bear left. The lair should be directly ahead of you.

The Queen Termite's Lair

When you get to the Queen Termite's lair, stop and turn around to make sure there are no big bugs sneaking up behind you. **Giant Termites** will start to pour into the lair, but they'll stop at the threshold where the hall empties into the lair proper. Once you've taken care of any strays behind you, you can turn and address the Queen Termite and her minions.

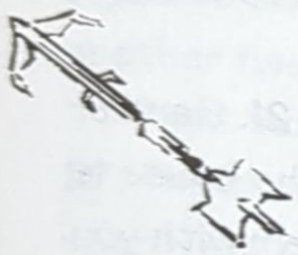
As you survey the scene in **17**, know this: As long as the **Queen Termite** lives, other **Giant Termites** will continue to enter the chamber, replacing any you kill. For that reason, the Queen dies first. Take up a position in the entryway to the lair, where you can see the Queen, but the Giant Termites at the threshold can't attack you. They'll be milling around in front of you, biting occasionally, but you'll be just out of their reach. Don't worry, they'll let you know if you've overstepped the boundary.

Equip your **Bow** and fire at the **Queen Termite** until she dies, then dispatch the **Giant Termites** that have gathered in front of you. If you attack the termite throng with your sword, there's a good chance of getting bitten and paralyzed. Kill the crowd in the doorway with Arrows from a safe

distance. You've come this far: Why risk getting paralyzed and perforated when **Sandler** is within your reach?

Approaching the hallway **(18)** that housed the Queen, you see that she left the second **Earth Crystal** behind her when she died. Using it bestows the **Stone** spell, and that's a good thing.

At the back of the hallway **18**, say hello to **Sandler**—and accept his thanks—along with the **Pirate's Key**. With the queen dead, he's free to return to the Central Village. A couple more stops and you can put the Termite's Nest behind you for good.



Aye, Matey

You'll have to return to the sea to put the Pirate's Key to good use. Rest assured it will be worth the trip. Among the treasure items the key allows you to procure is the last Dragon Stone.

There's sure to be a crowd waiting when you come back out onto the upper tier, but don't get baited into fighting with the locals. At this point, if you get in a pinch, Gate out. You don't want to die and waste all the good work you've just accomplished.

Turn right when you emerge onto the tier and follow the ledge. Eventually, as you run along, you'll see an opening directly in front of you. One more time for emphasis: *directly in front of you*. You won't have to turn at all to enter. Follow that hallway until it terminates at a ledge above the large hall near the Central Village. There (**19**) you'll find another **Rhombus Key**.

Return to the upper tier and turn right on the ledge. The opening where you first emerged onto the upper tier is the next one. Go back down

the stairs, max out your Hit Points, and jump through the hole in the floor at **15**. You won't take more than a few points of damage.

Take the **Water Crystal** in room **20** and search quickly beneath the water for a cluster of **Elf's Bolts**. Then Gate, man, Gate.

Save the game as soon as you arrive at **12**. Congratulations! You now have the run of the **Central Village**, as well as the key to the Pirate's treasures. First things first: Use that **Water Crystal**. It bestows the spell **Dispoison**. Take the **Star Key** out of the Guidepost, and go check out the Central Village.

With Sandler safe in his mother's arms, you're free to trade with **Celffy Foss** in area **9**. Whatever you do, don't take Kehl Hunt's advice and sell the Pirate's Key. Also, don't sell any full Crystals. You're about to find out how important they are.

You can stop and chat with **Sandler** and **Krola Amgun** at **21**. Sandler will give you a nudge in the direction of the sea shore. Near the house is a stream of Healing Waters. Don't you wish you could carry them with you wherever you go?

Meryl can also be found near **Cliff Lore's** place **(22)** on occasion. Sadly, the Pirate's Key doesn't work on the chest in Cliff's house. You need the Silver Key to get the Moon Stone inside. The ornate door in this room nearby **(23)** will remain sealed until you hold the Dark Slayer.

In the house at area **24**, **Radd Bilheim** manufactures only the finest **Crystal Flasks**. For each pair of **Crystals** you have in your inventory, Bilheim fashions a flask capable of holding any of Melanat's magical liquids. Get as many crystal Flasks as you can: They don't cost anything but the Crystal itself. Bilheim will also trade you 10 **Arrows** for a Crystal, and he's the only dealer in all of *King's Field*. Early on, it's better to save them toward a flask. In fact, I advise you to step over to the stream near Sandler's place and try out the new merchandise.

Pass That Flask

The Crystal Flask comes in handy almost anytime, but never more so than in the heat of battle. While you're fighting, it's a real drag to have to expend Magic Points, and also wait for your magic to recharge, just to use Earth Heal. With a Crystal Flask (or eight or nine) in hand, you can get an instant Hit Point boost of up to 100 points—so quick your enemies won't even notice . . .

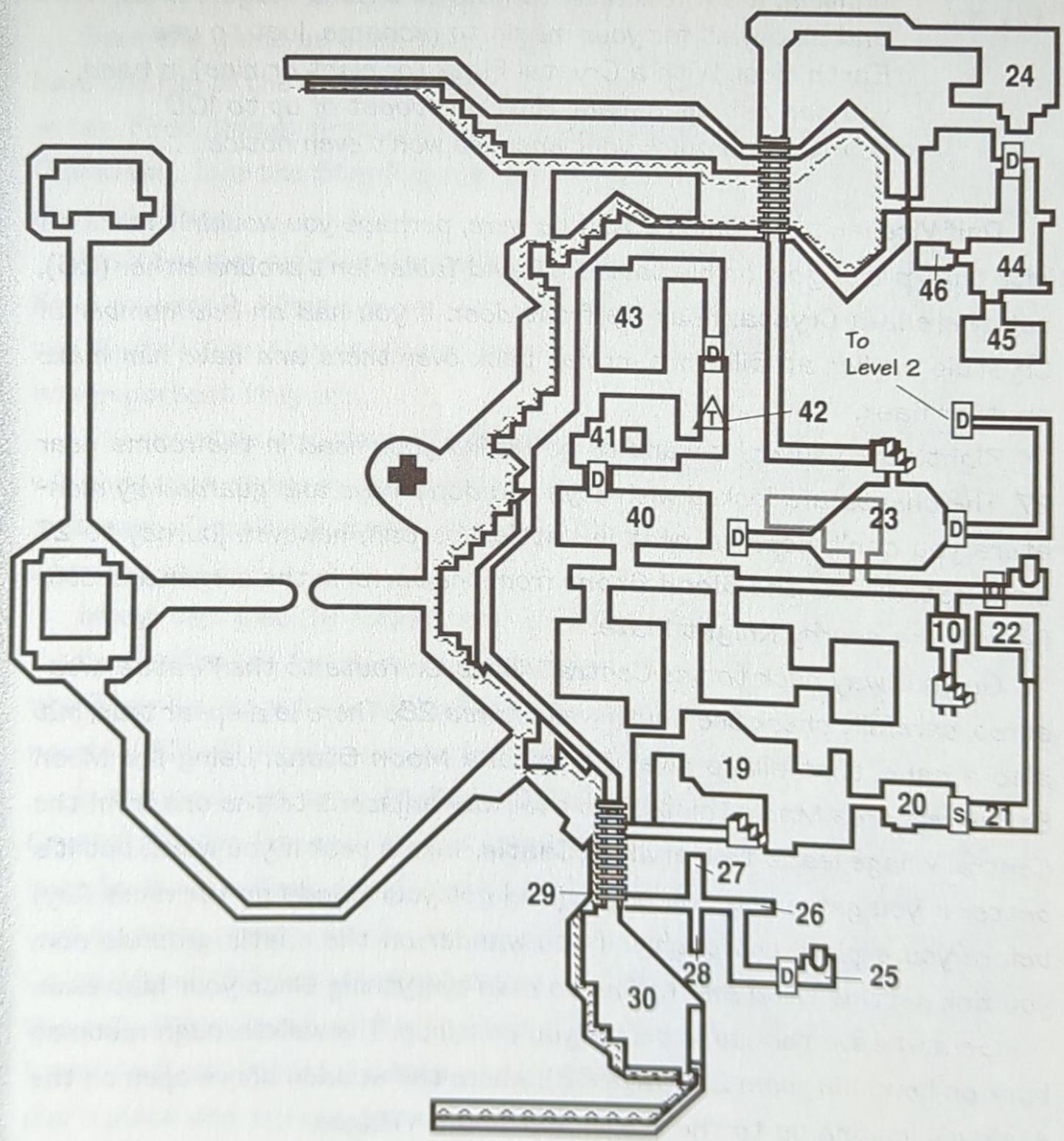
Dalf Vice isn't at home **(25)**. If he were, perhaps you wouldn't make off with that pile of gold on his table . . . **David Tabler** isn't around either **(26)**, but there is a **Crystal** near his front door. If you had an odd number of Crystals earlier at Bilheim's, cruise back over there and have him make another flask.

Right now, you don't want to go poking your head in the rooms near **27**. The chests are locked with keys you don't have and guarded by monsters you can't hope to beat in battle. You can, however, journey to **27** unmolested. Take the **Blood Stone** from the barrel in the corner and confiscate the nearby **Knight Plate**.

On your way back to the Central Village, en route to the Pirate's treasures, carefully check the south wall of area **28**. There is a spear trap, but also a panel that slides away to reveal a **Moon Stone**. Using the Moon Stone restores Magic Points. The stairway adjacent to the one from the Central Village leads to **Harvine's Castle**. Take a peek if you want, but it's better if you get a little stronger (and get your hands on Harvine's Key) before you explore thoroughly. If you wander on the castle grounds now, you risk getting killed and having to redo everything since your last save.

Go and save the game before you continue. The walkthrough resumes back on Level 1 in room 23 (page 82), where the wooden doors open on the stairway leading up to the North and South Villages.

Level 1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Level 1

24. Giant Snails, Wind Crystal, Phantom Rod (HK)
25. Game Save room
26. Pirate's Map
27. Skeleton
28. Skeleton, Crystal
29. Walkway
30. Kraken
31. **Blades, Skeleton**
32. **Green Slime, Morning Star**
33. **Skeletons, Crystal, Verdite**
34. **Skeleton, Skull Key (PK), Earth Herb, Moon Stone**
35. **Ceiling Trap: Skeleton**
36. **empty**
37. **Skeleton, Earth Herb, Antidotes, Blood Stone**
38. **Giant Snails, Crystal Shard, Moon Stone, Dagger**
39. Access to 20

The Pirate's Treasures, Round 2

40. Giant Snail, Head Eaters, Locked Door(PK)
41. Skeletons
42. Ceiling Trap: Skeleton
43. Ceiling Trap: Skeleton, Crystal, Morning Star, Verdite (PK)
17. Skeletons, Locked Door (Skull)
44. Skeleton, Bastard Sword
45. Skeleton, Dragon Stone
46. Water Crystal

(HK): Harvine's Key
(PK): Pirate's Key
(Skull): Skull Key

Bold Callouts refer to map on page 85

The Pirate's Treasures and the Fountain of Gold

With the Pirate's Key in hand, you're finally ready to complete Level 1 . . . All except for the area guarded by King Kraken. Unfortunately, the King can still whup your butt without even breathing hard, and the monsters in the small cave behind him would be a pretty stern test as well. In case you're wondering, King Kraken is guarding one of the two Shrine Keys. But enough about what you *can't do*. You're here to lay waste to everything this side of the King, and you're more than capable.

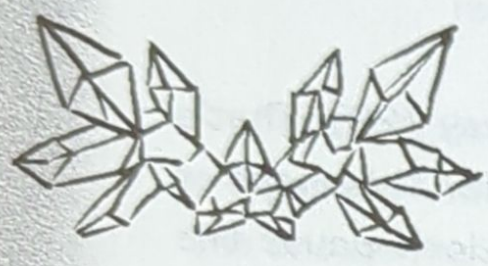
Skeleton, Shmeleton

Most of the Pirate's treasure chests are guarded by Skeletons. In fact, quite a few of them *contain* Skeletons. And though your weaponry could be better suited to fighting them, you have one very big thing going in your favor: the Stone spell. The Stone spell is without a doubt, the single most effective tool for crushing Skeletons, and it is now yours at the low, low price of seven Magic Points a stone. The odds are in your favor. It's time to get busy.

Pause in room **23** and remember when you weren't quite tough enough to handle two Giant Snails at once. Such is no longer the case. Before you start breaking bones, head upstairs and claim another Magic Crystal. Don't bother killing everything in room **23** again: You're coming right back down, and they'll regenerate anyway.

As you enter room **24**, usually it's best to bypass the first **Giant Snail** and attack the second, taking up a position so that the first monster isn't breathing on you while you're hacking away. Remember, you have

several Crystal Flasks full of healing potion, and a spell that rids you of poison. The **Wind Crystal** bestows **Wind Cutter** when activated. The unlocked stone box yields another **Crystal Flask**. You'll need Harvine's Key to open the other box: inside is a Phontom Rod.



Wind Crystal? Yawn . . .

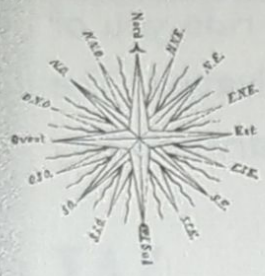
The bad news is, Wind Cutter is tantamount to a cheap parlor trick in the world of *King's Field*. The good news is, not all the Wind Crystals bestow such puny spells as Wind Cutter. Take heart in that knowledge.

If you had to empty any flasks while fighting the snails, refill them at the pool in room **5** before meeting the Melanat Skeleton population up close and personal. You might as well use the **Pirate's Key** to open up that nearby chest before you stop at the fountain. The chest holds another **Crystal Flask**. After that, make your way to the cave where you first saw a Giant Snail—past the fisherman.

Slay the Giant Snail in **19** once again and take the stairs leading up. Watch your step on the walkway: You don't want to fall over the side. Not yet. Save the game in room **25**.

At this point, you probably don't want to insert the Star Key. If you have a hard time with the first few Skeletons, however, you might want the option of Gating out so that you can refill flasks. Otherwise, coming back to get the Star Key would be a nuisance.

Open the chest and claim the **Pirate's Map** at **26**. The chest at **27** holds a **Skeleton**, and nothing else. The Skeleton is, however, carrying a good chunk of change. The chest at **28** also holds a **Skeleton**, with gold, and also a **Crystal**. Once you finish the first two Skeletons, save the game and consider whether or not to put the Star Key in the Guidepost.



The Threshold of Pain

If you retreat in the direction of the sea, neither of the Skeletons from 27 or 28 will cross the intersection of their hallway and the longer hallway. If you run toward the save room, or the other chest that held the Pirate's Map, they'll follow relentlessly.

Look down off the southernmost end of the walkway (**29**). That's where you're going (**30**). Pause the game and get a feel for the shape of the small area, both visually and using the map. If you don't pause the game, the **Kraken** below will come in your direction, and be that much closer to you when you land. Usually you're able to fight the **Kraken** one at a time. There are two of them, so be mindful that they don't corner you in the small area. If you fall over the edge of the platform, you're dead. Also, be mindful of any **Baltails** buzzing about.

Once you've killed the Kraken, approach the door. Max out your Hit Points and equip your Stone spell. When you walk through the door into **31**, you'll be confronted with several swinging blades directly in front of you. If you stand there staring at them, a **Skeleton** will attack from your right. The Skeleton is carrying very little gold, and the room he comes out of contains nothing but graves. Instead of fighting him, walk as if you were going to go right between the blades in front of you. Walk, don't run. If you run, the blades will kill you. If you walk, you'll fall through a trap door into another area before getting sliced.

When you land in the hallway below (**32**), kill the **Green Slime** and open the chest. The **Morning Star** is inside. When you're not Stoning Skeletons, which should be rarely, use the Morning Star. Follow the hallway back upstairs, and now you're on the other side of the blades.

Lighten Up

If you've got the Magic Points to spare, you may want to cast the Light spell after opening some of the doors in this area. Most of the rooms are downright gloomy. There are Moon Stones nearby, so you'll be able to restore Magic Points on a regular basis.

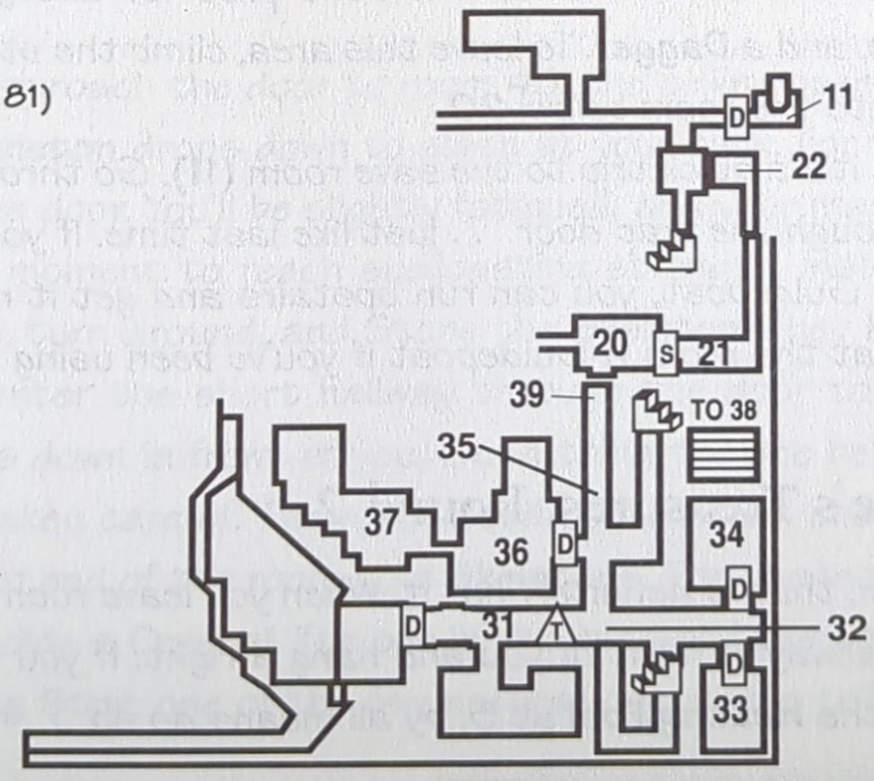
Put that Stone spell to good use on the two Skeletons in **33**. There's a **Crystal** in the barrel. The two chests on the right contain **Skeletons**. The one on the left holds a **Verdite** crystal.

Verdite crystals increase your Magic Power by one point—*permanently*. Use them as soon as you get them so that you enjoy their benefits (chiefly, doing more damage per attack) in the upcoming battles.

A lone Skeleton guards a locked chest in **34**. The **Pirate's Key** opens the chest, and inside is the **Skull Key**. The barrel nearby holds an **Earth Herb**, and one of the buckets contains a **Moon Stone**.

Level 1

(callouts on page 81)



A Familiar Face

It's possible that the Skull Key looks vaguely familiar. Its likeness was in the background when you picked up the Knight Sword, behind the waterfall. If you live through these next few rooms, perhaps it would be worth your while to go back there.

As you approach the door to room **36**, the ceiling in area **35** opens, and a **Skeleton** drops down to greet you. Introduce him to the business end of a Stone spell, then catch your breath in **36**; there's a graveyard dead ahead, though room **37** is not much of a boneyard by *King's Field* standards. A **Skeleton** stands guard over an **Earth Herb** and a couple of **Antidotes**, and one of the graves has a **Blood Stone** in front of it. Another **Skeleton** will drop from above when you exit room **36** back into the hallway.

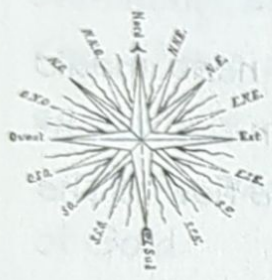
At **38**, a couple of **Giant Snails** preside over a large room of decaying bones. Kill the snails and check the bone piles for a **Crystal Shard**, a **Moon Stone**, and a **Dagger**. To leave this area, climb the stairs to **39** and drop down into the room below: **20**.

From **20**, it's a quick trip to the save room **(11)**. Go through the secret door, fall through the trap door . . . just like last time. If you put the Star Key into the Guidepost, you can run upstairs and get it now. You'll want to plug it in at the room **11** Guidepost if you've been using it lately.

The Pirate's Treasures, Round 2

No, Alexander, that is definitely *not* it. When you leave room **11**, walk to the end of the hallway in front of you and hang a right. If you need to take a side trip to the **Healing Pool** at **5**, by all means do so.

Kill the **Giant Snail** and any **Head Eaters** in room **40**. The east wall hides a spear trap. The **Pirate's Key** opens the large double doors. When you open the door to **41**, stop and kill the **Skeleton** in front of you and let your magic power charge. Then enter the room, turn to the right and give his skinny friend the same treatment. Note that a nasty trap lies just ahead. Read the next area description before proceeding.



Where Has the Magic Gone?

If your Magic Points are starting to ebb, you can do evasive maneuvers around the column in the center of room 41, and smash away with your Morning Star. But there are a lot of Skeletons remaining. If you're running low on the means to regenerate Magic Points (Moon Stones, Dragon Crystals) you might want to consider going back to the Fountain of Gold and filling a few flasks with the pink liquid. You could always put the Star Key in the Guidepost at room **11** and Gate back.

When you approach the door to room **43**, the ceiling opens behind you **(42)** and a **Skeleton** drops down to slash at your back. For that reason, don't run to the door. You'll be slightly fatigued, and your magic power will take a crucial moment to reach spellcasting strength. Instead, walk to the door of **43**, turn around, and Stone the **Skeleton**. They *hate* that.

When you enter the short hallway through the door to room **43**, a **Skeleton** drops down in front of you. Good thing the one behind you has already been taken care of. The room itself contains six chests. The two at the southern end of the room hold **Skeletons**. The one in the middle of the east wall holds a **Crystal**. The one in the middle of the west wall holds a third **Morning Star**; one of the few naturally occurring trifectas in the

game. The chest at the north end of the east wall, the closest to you when you enter, contains gold. The final one, at the north end of the west wall, is locked. Open it with the **Pirate's Key**. Inside is a **Skeleton**, with a considerable amount of gold, guarding a **Verdite** crystal.

A Skeleton will have reappeared in room **41** when you head for the exit, but you shouldn't have to fight him to escape. Save the game at room **17**; it's time to go get that final Dragon Stone. Head for room **15**, behind the waterfall, where you found the Knight Sword earlier.

Show the two **Skeletons** you sprinted past earlier the neat magic trick you've learned, then go try out the **Skull Key** on the lock in the northeast corner of the cavern. Giant slabs of rock will pinch off the flow of the small waterfall.

Crush the **Skeleton** in room **44**. In the southeast corner of the room, under the water, is the **Bastard Sword**. It is indeed a formidable weapon, though you need sufficient strength to use it effectively. Take a couple of test slashes to note the speed and nifty two-handed effect.

Another Skeleton guards a chest in room **45**. He'll come out into **44** if you get his attention. The chest in **45** requires no key, and opens to reveal the final **Dragon Stone**. Take the **Water Crystal** from the niche at **46**. When used, it bestows the spell **Resist Fire**.

That's (Almost) All

Aside from the area protected by King Kraken, you have now been everywhere in the vicinity. It's time to go and slap that final Dragon Stone in its appropriate podium.

But first, Alexander ol' boy, we need to have a talk.

It's about that Pirate's Map. Take a look at it, right now. Go under the

Use Item menu and use it. As noted, Alex, you have been there; done that. And rumor has it that you've got your own personal map anyway, one that comes with step-by-step instructions. . . . That's why I'd recommend you sell the Pirate's Map.

Make a small side trip through the South Village, sell the privateer's chart, and beef up a little; get a better shield, some protection for your legs and hands, maybe. And the **Silver Key**. You have to buy it from Wozz eventually, and now is as good a time as any. Start saving up for the Gold Key. I have a feeling there's a copy of the Magician's Key lying around somewhere . . .

Okay, head for Level 2, room **57**. It's time to activate the Fountain of Gold.

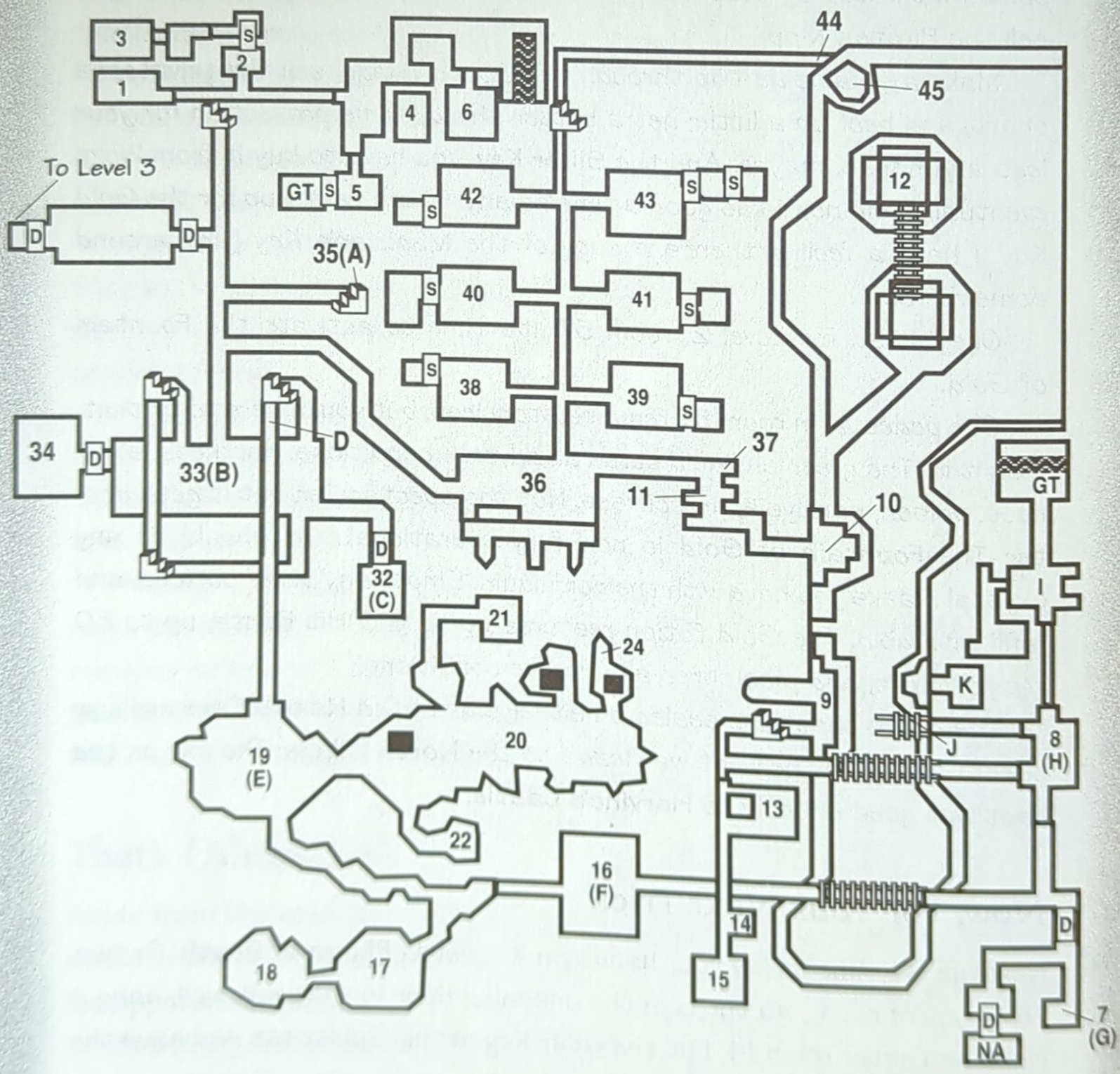
One pedestal in room **57** remains stoneless, but you're here to fix that. Plug it in. The greenish liquid cures all adverse conditions: darkness, slowness, poison, paralysis, and curses. Not too spectacular, but it gets better. The **Fountain of Gold** is now fully operational. You should fill any Crystal Flasks you have with the gold liquid. Empty any other potions, and refill with gold. The Gold Potion restores up to 100 Hit Points, up to 50 Magic Points, and also cures all adverse conditions.

The doors that were sealed on either side of **Old Hand's Cave** are now open. The one on the west wall leads to the **North Village**. The one on the east wall goes directly to **Harvine's Castle**.

Now, For Your Next Trick

Next up: It's time to lay your hands on a coveted **Figure of Seath**. Or two. When you're ready, go through the unsealed door in the west wall, hang a right and enter room **14**. Put the **Star Key** in the Guidepost and save the game. Then head for Harvine's Castle.

Level 4


3
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To Level 3
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(G)

Level 4

1. Exterior of House
2. Room with Secret Door
3. Red Slime, Scorpion's Bracelet
4. Harris Carvitto's house
5. Crystals, Secret Door: Golden Tree
6. Gigi's and Teo Budwell's House
7. (G) Game Save room
8. (H) Log Stalker outside
9. Kraken, Rhombus Key
10. Kraken, Baltail
11. Magician's Key
12. Towers: Fire Crystal, Large Shield

13/14. Blades, Skeletons

15. Dragon Crystal, Blood Stone
16. (F) Slime, gold
17. The Miner's Graveyard: Skeletons, Ghosts, Blood Stone, Earth Herb
18. Skeletons, Miner's Map, Moon Stone, Verdite (MK)
19. (E) Log Stalkers, Rhombus Key
20. Log Stalkers, Ghosts, Verdite, Moon Stone
21. Game Save room
22. Harris Carvitto, Ground Bell, Crystal on the grave.
23. **Elf's Bolt, Water Crystal**
24. Crystal
25. **Refma**
26. **Verdite**
27. **Dragon Crystal**
28. **Refma, Elf's Bolts**
29. **Plume of Seath**
30. **Refma, Elf's Bolts**
31. **Elf's Bolts, Amulet of Mist**
32. (C) Game Save room
33. (B) Large hallway, Head Eaters, Toads, Archer
34. Archers, Rhombus Key, Arrows
35. (A) Fountain of Gold II
36. Skeletons
37. Verdite(MK)

The Cemetery for the Military Guards of King Harvine III

38. Skeletons, Blood Stone, Earth Herb
39. Skeletons
40. Skeleton, Phantom Rod, Crescent Axe
41. Skeleton, Blood Stone
42. Skeleton, Blood Stone, Stone Hands, Verdite (HK)
43. Skeletons, Moon Stone, Plume of Seath
44. Ledge above Island
45. The Samurai's Grave: Shiden

Key to Lettered Callouts

A. (35) Fountain Of Gold II
B. (33) Head Eaters, Toads, Archers
C. (32) Game Save room
D. Archer, Head Eater, Rhombus Key
E. (19) Log Stalkers
F. (16) Red Slime, gold
G. (7) Game Save room
H. (8) Log Stalker outside
I. Shore Residence: Figure of Seath, Picture of Warriors
J. Plank
K. Figure of Seath

(HK): Harvine's Key
(MK): Magician's Key
GT: Golden Tree
NA: Not Accepted

Bold callouts refer to map on page 103

The Figure(s) of Seath

This level braces you for your first trip to the Big Mine, a particularly nasty place that is also home to numerous sub-caves, including, most importantly, the Elf's Cave. The first reason you'll want to go poking around in the Big Mine is to get your hands on Harvine's Key, and thus gain access to the Wind King's Castle. While you're in the mine, however, you might as well rescue Teo Budwell, father of Gigi. To do that you need a Figure of Seath, one of the most intriguing items in *King's Field*.

Rescuing Teo, and getting out of the Big Mine alive, is an adventure unto itself. At least the reward is worth the hassle. Once back at his home, Teo will give you Seath's Tear, a magical necklace that can grant you a second chance at life.

And if you're going to go to all that trouble, you might as well grab a couple of Figures while you're at it. There are actually two that you can get quickly on Level 4. Fai Fadlin will trade you the Moon Gate for the second Figure of Seath—which significantly reduces your travel time. It's also essential to exploring this level with minimal risk.

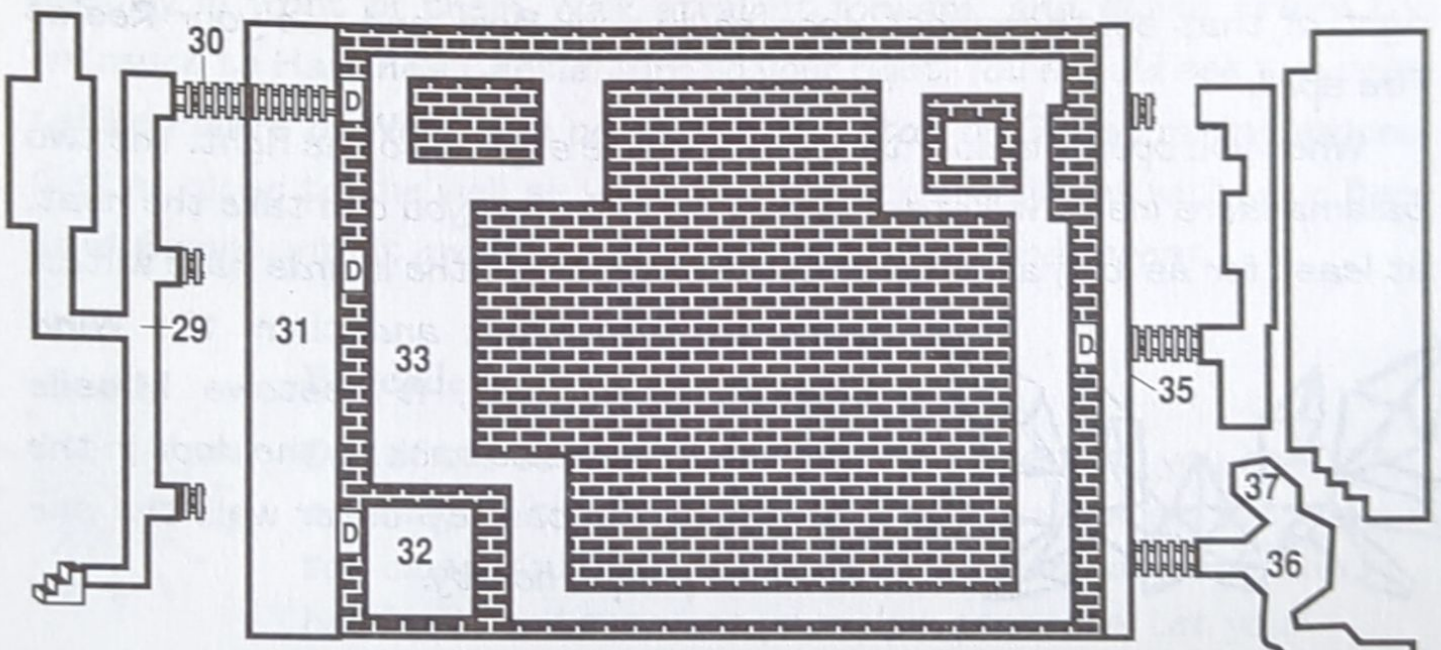
With two sets of Gates and Keys in your possession, you'll be able to plug one into a Guidepost in the immediate area you wish to explore, and keep the Star Key plugged into the Guidepost nearest the Fountain of Gold. When your resources become depleted, you can Gate back to the Fountain and recharge, then Gate back to wherever you came from and continue your quest.

You can get trapped in several areas of this level if you don't have Gating ability. Since it's prudent to keep one Key plugged in near the Fountain of Gold, you need to complete the other set—the Moon set—

so that you can Gate out of those Level 4 dead ends and not have to trek all the way back from the Fountain of Gold. Plug the Moon Key into a Level 4 Guidepost early on and, once Fai gives you the Gate, you'll be right back in the saddle.

The ability to Gate back and forth, of course, is not something that the denizens of *King's Field* will give up lightly. That's why you should keep a very low profile on your first trip to this area. Avoid confrontation as much as possible, (which is not to say you shouldn't kick a little butt when need be). Soon, you'll come back and exact revenge on the monsters that got in a cheap shot while you were dodging through their neighborhood. Once you've got that Moon Gate, you'll be damn near indestructible. Monsters, as a general rule, *hate* that.

Level 3



29. Covered Walkway
30. Walkway to Harvine's Castle
31. Skeletons
32. Salamanders, Wind Crystal
33. Billents, Ghost, Skeleton, Locked Door (HK)
34 Ghost, Skeleton, Green Slime, Red Slime
35 Door, Psythe Skeleton outside
36. Skeletons, Ghost
37. Phantom Rod
38. Game Save room
39. Ledge
40. Rhombus Key
41. Archers, Arrows, Switch for Bridge

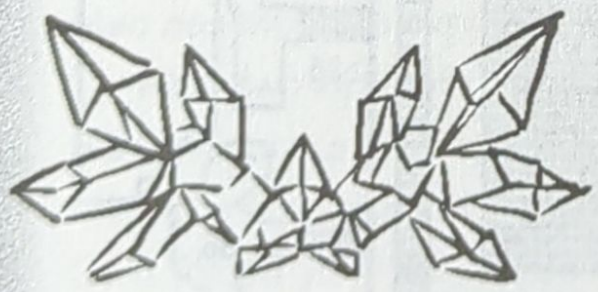
Go Figure

As you stand reveling in the glow of the Fountain of Gold, sweet Gigi Budwell sits alone in the East Village, missing her dad. It's time for you to get busy. First, get a better look at King Harvine's Castle, and pick up another Wind Crystal.

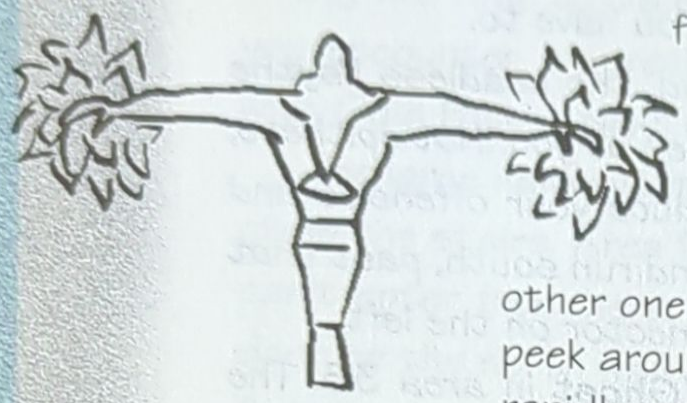
Open the portal in the east wall of **57** and follow the long, broad hallways. You emerge from the hallways onto a covered walkway (Level 3, room **29**). Across a molten moat is the outer wall of **Harvine's Castle**. Turn to your left, to the north, and walk to the end of the area. A wooden bridge crosses the moat **(30)**, and so should you.

Stone all the **Skeletons** on the other side of the moat **(31)**, and walk to the southernmost door. Make sure you take care of the **Skeleton** furthest south. You don't want him sneaking up behind you. Stand to the right of that southernmost door, equip your **Bow**, and use your **Resist Fire** spell.

When you open the door to room **32**, slide slightly to the right. The two Salamanders inside will start hurling fireballs, but you can take the heat, at least for as long as it takes to kill them. When the lizards have wilted, open the stone box and claim the **Wind Crystal**. When used, it bestows **Missile Shield**. Now double back to the door in the center of the castle's outer wall, the one with the plaque nearby.

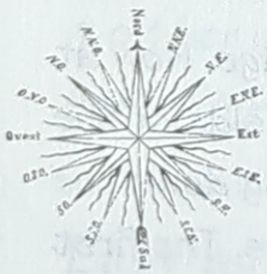


Get Your Point Across



Arrows are easily the most effective way to ruin a Salamander's day. Once you've got the target in your sights, fire as quickly as you can. The lizard will recoil when struck, as opposed to launching a counterattack. In this instance, by standing outside the door and to the right, you can trade projectiles with the lizard on the left, and the other one won't have a good attack angle. The idea is to peek around one side of the doorway, firing Arrows rapidly, and thus take minimal damage in return.

Don't panic when you open the door to area **33**. The fireballs spit by the Billents won't zero in on you, they'll just crash harmlessly on the wall directly in front of them. Walk straight forward, and stand before the entrance to **Harvine's Castle**. Turn to your right. You should see two crystalline **Pillars of Wind**, and perhaps a **Skeleton** or **Ghost** milling around. Get as close to the wall as you can and hack the **Billent** with your **Bastard Sword** until it groans and disappears. Rinse and repeat.



Beheaded

One of the best tricks in *King's Field* is that you can actually kill these fixtures of fire. Get up close, but not too close. You shouldn't have to take any damage. The head will hesitate when your blow connects. Let your strength meter charge to full before swinging again. After four or five swipes, the Billent will dissolve to nothingness.

Kill anything you can't avoid in area **34**, and make your way to the back of the castle. All the monsters you encounter will regenerate once you're gone. Since the crowd includes **Ghosts**—as well as **Skeletons** and **Slime**—it's not advised that you engage unless you have to.

When you open the door at **35**, in all likelihood, the headless **Psythe Skeletons** across the moat will begin hurling curses at you. Not epithets, mind you, but glowing red balls of bane that reduce your offensive and defensive capabilities. Turn quickly to your right and run south, past that first connecting bridge. You want the second connector on the left.

Cross the bridge and kill the **Skeletons** and **Ghost** in area **36**. The chest at **37** holds a **Phantom Rod**. Claim it, then follow the passageway south and east to the stairs. Continue to follow the hallway to room **38**, where you should save the game.

Looking down from the ledge at **39**, two **Archers** stand and take pot shots from the floor below. Jump off the ledge and run past them, into the small room **40**. A panel on the east wall of room **40** conceals a **Rhombus Key**. To fight the **Archers**, you should first max out your Hit Points, and test out the **Missile Shield** spell. Both Archers are carrying **Arrows**, so you can use some of your own, or simply wade in with the **Bastard Sword**. Watch your step!

Throw the switch on the pillar of area **41** and raise the bridge. Now at least Sandler can go visit Gigi. The long hallway on the other side of the bridge leads to the Central Village. You might consider venturing down the hallway and disposing of the **Archers** on the elevated walkways. The first opening on the right, as you walk west, brings you up to their level. If you follow that hallway to the end, you'll be looking across at the opening where you picked up the Rhombus Key while in the Termite's Nest. When you're ready to meet Gigi, return to area **41** and go through the large door.

The East Village, and the Home of Leon Shore

Finally it's time to claim the Figures of Seath. Along the way, and before you encounter any resistance, you'll have a chance to refill your flasks with Gold Potion. Next stop: The East Village.

The large hallway intersects a smaller one. Turn left, to the north, and climb the stairs. Area **1** is the exterior wall of a house that you obviously can't enter from here. At area **2**, however, you'll notice there's a secret door on the north wall of this small, empty room. Two more empty rooms lie between here and **3**, where **Red Slime** guards a chest holding the **Scorpion's Bracelet**. Equip it (under one of the Item selectors)and note the phenomenal adjustment to your defensive indicator for Poison.

Harris Carvitto's house and grounds **(4)** are empty. Perhaps he knew you were coming. He happens to be one of the few non-player characters it benefits you to kill. At area **5**. each barrel holds a **Crystal**. The west wall has a secret door that opens into area **5**: A **Golden Tree** grows in the East Village, give it a whack and go meet Gigi.

The Budwells dwell at area **6**. How can you not be touched by **Gigi's** tale of woe? Notice that she's wearing **Seath's Tear**. The only way to get it off her is to rescue Teo Budwell from the Big Mine. But first, you've got a date with a Moon Gate.

Easy as A, B, C . . . D, E . . .

For the remainder of your first trip across Level 4, you're going to be taking the rooms out of sequence from the way you'll eventually explore them. That's why this trip refers to the letters on the map, not the numbers. (When you Gate back, and start exploring things in an orderly fashion, the

walkthrough will pick up with the ordinary numbering system again.) Before you get started, stop and grab that **Dragon Crystal** that you started growing near **5**. Exit the East Village back toward the large hallway.

Room **A** houses another **Fountain Of Gold**. Load up. Room **B** is bound to be crowded. Pick your way through the throng to the entryway in the east wall; the one without the blue trim. Go down the hallway and save the game in room **C**.

When you come back into Room **B** after saving, immediately turn right and go up that first hallway (**D**) in the north wall. There's usually an **Archer** and a **Head Eater** on the overpass. You'll be taking a lot of **Archer** fire in the next few minutes, so consider using **Missile Shield**. Once across the overpass, pick up the **Rhombus Key** on the ground. You're going to come under magic attack as you approach Room **E**, so max your Hit Points and enter the room running.

Avoid the **Log Stalkers** in **E**, run directly across the room, and up the passageway. Follow the passage to the stairs that lead up. You can stop in room **F** and slay slime if the mood grabs you. A panel on the north wall hides gold. Exit to the east and cross the bridge.

When you arrive at room **G**, put the **Moon Key** in the Guidepost and save the game. Pass through room **H** and meet Leon's mom. **Karen Shore** sits rocking her chair in room **I**. Or is that the other way around? Go inside the house and acquire the **Figure of Seath**. Notice the **Picture of Warriors**. Notice the emblems on their shields. Hmmm. . . . When you go back out into the yard, Karen is gone, but her chair lives on. (You might also notice that the map in this book shows a room to the north where there is only a small alcove. In good time, Alexander, all will be revealed.)

Back in room **H**, you'll notice that the **Log Stalker** at the end of the right-hand plank is putting on quite a display. **Stone** and slash him to death. His death yields gold and a **Dragon Stone**, so try and be relatively

close to him when he dies. If not, those goodies may wind up in the water below.

Now go out onto the incomplete bridge where the Log Stalker stood **(J)**. Go just outside the hallway, just onto the bridge, pivot to your right and look down. You should see a small landing area. Max out your Hit Points and jump. From the landing area, enter room **K**. A panel in the north wall slides away to reveal another **Figure of Seath**. Time to **Star Gate**.

The Moon Gate (and Harvine's Flute . . . and Necron's Map?)

Save the game after you've arrived near the fountain, then go and trade for the **Moon Gate** with Fai Fadlin **(26)**. Stop in **21** on the way, and open the chest with your **Silver Key**. Inside is an **Earth Herb**.

Immediately after trading for the Moon Gate, you'll be offered another trade: **Harvine's Flute** for three of your **Crystal Flasks**. That's quite a deal, as it turns out. You've probably got quite a few flasks by now, or Crystals that can be used to make them. Unless you're still getting hammered in combat, and lean on the healing aspect of the Gold Potion heavily, you should make the trade. Even if you are needing to heal Hit Points constantly, you can load up on Earth Herbs (at any retail outlet) and get the same effect.

It's the next trade Fai offers that is really the intriguing one, though not for the item you might acquire directly. Again, the price is three of the **Crystal Flasks**. Again, you probably have them, or can get them, and still have a few left over for yourself. The item in question: **Necron's Map**.

What in Verdite do you want with Necron's Map?

You have to buy the map eventually, so that Fai will offer to trade for

the Light Crystal is a great deal. But there are deeper considerations. Frankly, you should acquire the map so that you can sell it.

In Level 4, which you're about to Gate back to, you'll soon find the Miner's Map. If you trade for Necron's Map and then sell both maps in the South Village, you're probably pretty close to the price Wozz wants for the **Gold Key**; a truly exorbitant 13,500 Gold Pieces.

Also in Level 4, you'll quickly acquire the Magician's Key. With the Pirate's Key, the Magician's Key, the Silver Key, and the Gold Key in your inventory, there are only a handful of chests in *King's Field* you won't be able to open. And once you have Harvine's Key from the Big Mine, you'll be able to open those, too. Would it be cheating? Maybe. A little. I prefer to think of it as sound strategic advice.

Ultimately, you have to trust that acquiring the Gold Key in such fashion doesn't skew the outcome of the game. Eventually, almost certainly, you'll have to sell something rare from your inventory to afford the Gold Key. It's just too expensive to get by taking five gold pieces at a time off of Green Slime. There will be other opportunities, other items you can sell to get the cash. The maps are just the first.

Soon you'll be moving into Gold Key country. If you don't open the chests while you're standing next to them, eventually you'll break down and sell something valuable, and then you'll have to backtrack.

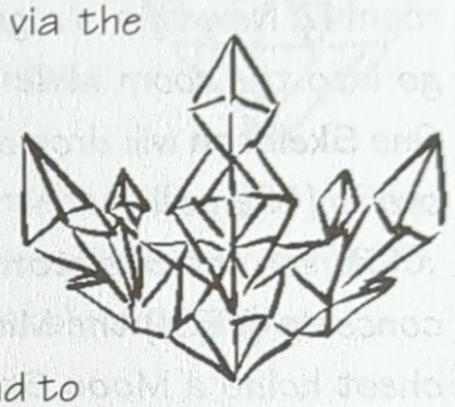
You won't need the Gold Key for Level 4, however, and that's where you're going right now. You can always trade for Necron's Map after Level 4 if you'd like to hang onto those flasks a little longer.

You return to Level 4 where you placed the Moon Gate in the Guidepost: room **7**. From room **8**, cross the bridge on the left. Turn right in the hallway on the other side, away from the swinging blades. Descend the stairs to the landing. The vicious maroon **Kraken** at **9** is no match for your **Stone** spell and **Bastard Sword** combo. Check the area for gold and

a **Rhombus Key**. The chest nearby is empty. Make your way along the shoreline, to the north.

At **10**, two more maroon **Kraken** guard this landing. Aim high with your Stone spell, and take them out from a distance. Be wary of any **Baltail** attacks from above: The bugs in this neighborhood are poisonous. In the cell **(11)**, amidst the bones, is the **Magician's Key**.

Continue north down the coastline and climb the first tower (watch out for Baltails). Cross to the other tower **(12)** via the bridge, and claim the **Fire Crystal**. When activated, it bestows **Firewall**. At the bottom of the tower, on the north side, is a **Large Shield**. As you round the tower, you might notice a small island to the northwest with what looks like a grave site on it. If you look high above the island and to the left, you'll see the only means of reaching the island; one of the last things you'll do on Level 4 is jump from that opening. For now, retrace your steps to **9** and go up the stairs, to where you saw the swinging blades.



By circling around the column in room **13**, you can take up a position between the sets of swinging blades, facing south. **Skeletons** will start to gather down at the south end of the hallway. Watch the blades as they swing, and look for an opening. You'll take some damage in this hallway, so keep an eye on your Hit Points. There is a spot—next to the alcove **(14)**—where you can stand and look down the hallway facing south without getting constantly sliced. Try using Missile Shield for a little added protection while you find the right position. The blades will be swinging on either side of your head, little more than a whisker away. From this spot, fire your **Stone** spell at the **Skeletons** until they are dust.

Finally, dodge through the final set of blades and claim the prize at **15**: A **Dragon Crystal** in one chest and gold in another. There's also a **Blood Stone** on the ground nearby, not to mention the change you shook loose from the previously undead. Gate back to room **7** when you've had enough of that blade noise. Save the game and cross the bridge back to the room full of slime.

Slay the slime in room **16** (just on general principles). Then check out room **17**. Now *this* is a graveyard. The Miner's Graveyard, to be exact. Don't go into the room while there are both **Skeletons** and **Ghosts** still alive. One **Skeleton** will drop a **Blood Stone** when it dies; there's an **Earth Herb** over by the wall.

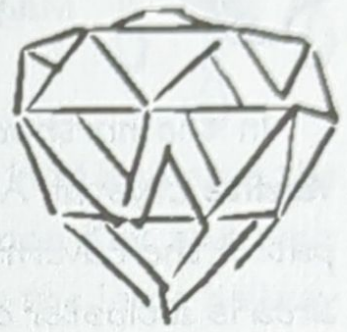
Punish the **Skeletons** in room **18**. The grave in the back row, on the left, conceals (YES!) the **Miner's Map**. Did you catch the sarcasm there? One chest holds a **Moon Stone**. The other, which requires the Magician's Key, holds **Verdite**.

Now it's time to introduce those **Log Stalkers** in **19** to a little spell called **Firewall**. Once they've become acquainted, check the nook to the west of the cave for a **Rhombus Key**. Kill the **Log Stalkers** in room **20** and keep an eye out for **Ghosts**. Don't fall through any openings in the floor just yet.

Save the game in room **21**, then Gate back and get the Moon Key. Return to **21**, insert the **Moon Key** in this Guidepost and save the game again. In room **22** you can meet **Harris Carvitto**. Recently, he has been dreaming of his youth. It's really up to you whether he lives or dies. He's carrying an artifact called the **Ground Bell**, and he'll drop it upon his demise. The bell rings in the vicinity of large crystals; you don't really *need* it. There is a **Crystal** on the grave.

Back in area **20**, the **Log Stalker** toward the back of the cavern car-

ries **Verdite**, while the **Ghost** will drop a **Moon Stone** when you kill it. There are three access holes in this room to the caverns below, but you only need to go through two of them. Two of them go to the same place. First, drop through the one closest to where you first entered room **20**, near the warning on the wall.

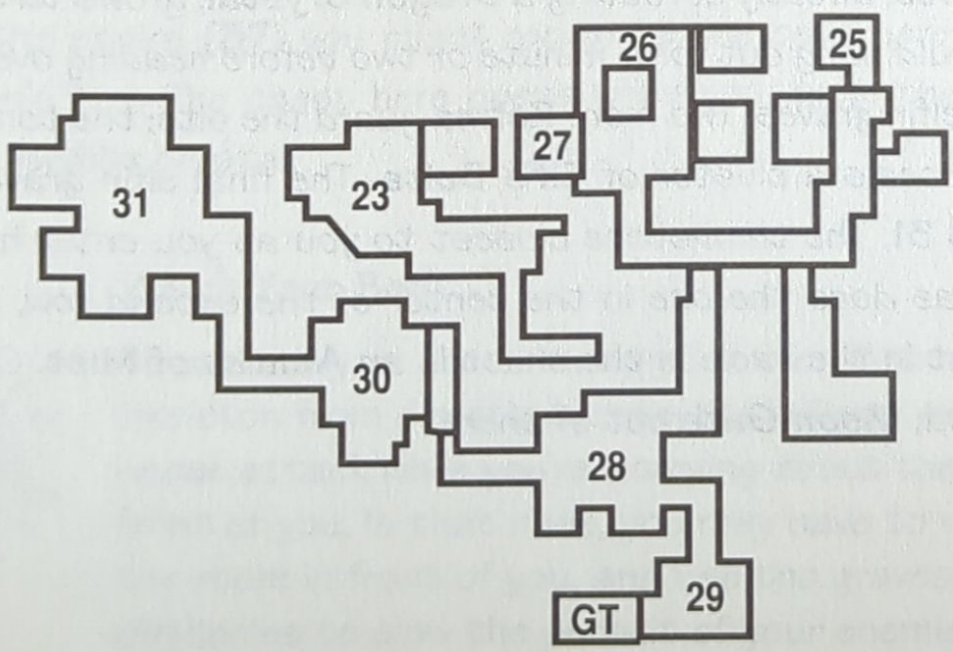


Pick up the **Elf's Bolt** cluster under the water in cavern **23**, near where the passage narrows. Follow the narrow passage to the end and claim the **Water Crystal**. When activated, it bestows **Waterfall**. Moon Gate out.

You'll find a **Crystal** on the ground in this antechamber **(24)**. Drop through the hole in the floor, then kill the **Refma** that greets you in **25**. Unless otherwise noted, the caves in this area contain only graves.

Level 4

(callouts on page 91)

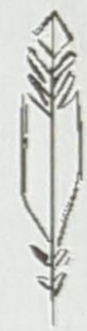


You Guys Suck

Refma, the evil Elf Spirits, drain Magic Points if they score a hit on you during combat. If you have none, they drain Hit Points. You can fight them effectively with Fire Magic; like perhaps your new Firewall spell.

In the northwest corner of the cavern at **26**, under the water, is a **Verdite** crystal. A Dragon Crystal floats in the niche at **27**. More Refma patrol the cavern at **28**: Near the grave in the southwest corner of the area is a cluster of **Elf's Bolts**. Behind the grave in the southeast corner of **29** is one of **Seath's Plumes**.

Get Down



Using a Plume of Seath's restores your Magic Points to full, and also gives you a short grace period, during which spell-casting does not subtract from your Magic Point total.

A **Golden Tree**, already sprouting a **Dragon Crystal**, grows tall nearby. Maybe you should hang out for a minute or two before heading over to **30** and still more elfin graves. Two more **Refma** guard the site; the tombstone on the left conceals a cluster of **Elf's Bolts**. The final elfin graveyard in this area is at **31**. The tombstone closest to you as you enter has **Elf's Bolts** nearby, as does the one in the center of the second row, and the one on the right in the back. In the chest is an **Amulet of Mist**. Once you have it equipped, **Moon Gate** out of there.

Get Misty

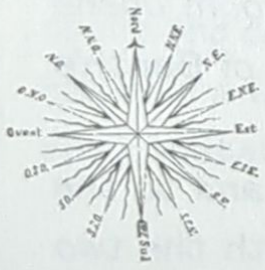
The Amulet of Mist, when equipped, decreases the duration of poor health status, and also increases your magic defenses.

Pull the **Moon Key** out of the Guidepost when you arrive in **21** and save the game. Then make your way to room **32**, insert the **Moon Key** and save again. Finally, it's time to thin out the crowd a little in the large hallway **(33)**. Watch out for overhead Archers. Inside the room **34**, two **Archers** stand guard over a **Rhombus Key**. They've both been saving up their gold pieces, however, and one of them drops some **Arrows**.

Having taken care of business, now might be a good time to refill some flasks, specifically in room **35**. There's a whole host of Skeletons just dying (get it: *dying?*) to find out about your Stone spell first hand.

Stone the **Skeletons**, above and below, in room **36**. Up above, the chest in the center alcove is home to a **Skeleton** loaded with gold. At the top of the stairs **(37)** you might recognize the cell where you found the Magician's Key. The chest here opens when you apply the key, and contains a **Verdite** crystal.

Watch Your Back



Occasionally, in the Cemetery for the Military Guards, a Skeleton from directly across the hallway will try a sneak attack while you're worrying about the room in front of you. In that case, you may have to rush into the room in front of you, and use the gravestones as obstacles to slow the pursuit of your enemies.

The Cemetery for the Military Guards of King Harvine III

A **Skeleton** party; the first of many, mills about in **38**. In the chests: more **Skeletons**! In front of the grave at the front right is a **Blood Stone**, and behind the secret door on the west wall is a small room with an **Earth Herb**. There is nothing but **Skeletons** in room **39**, and that includes the chest. Behind the chest is a spear trap. Behind the secret door in the east wall: more nothing.

Would you believe a **Skeleton** in room **40**? The chest is empty. But near the front right grave is a **Phantom Rod**, and behind the secret door in the west wall is the **Crescent Axe**. Test that sucker out on a Skeleton or three, beginning in room **41**. The grave at the front right hides a **Blood Stone**. Behind the secret door on the east wall, a lonely grave.

Ah yes: room **42**. A **Skeleton**. In front of one of the graves is a **Blood Stone**, and on the west wall, near the secret door, is a panel that slides away to reveal the **Stone Hands**. Behind the secret door on the west wall is a chest that requires **Harvine's Key** to open. Inside is a **Verdite** Crystal.

Skeletons rattle around room **43**, unless they followed you across the hallway . . . The chest is empty, but a panel on the north wall slides away to yield a **Moon Stone**. The secret door on the east wall reveals a small room with a grave. A secret door on the east wall of that room opens onto another small chamber with a chest. In the chest is one of **Seath's Plumes**.

When you leave **43**, turn right and follow the stairway up and to the right again. At the very top **(44)**, it opens onto the area with the two towers, where you recently acquired the Fire Crystal. Remember that

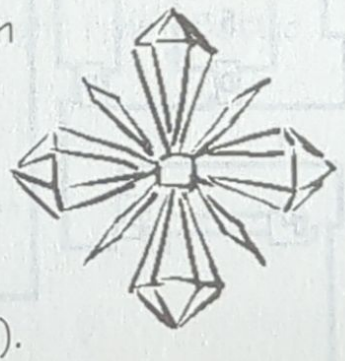
small island? It's time to jump for it. Look down and to your left, and you'll see it. Max out your Hit Points, and try to get a running start. It really isn't too difficult (famous last words).

Welcome to the **Samurai's Grave (45)**, your last stop on Level 4. Claim the **Shiden**. It's your first blade with magical properties, and some phenomenal slashing damage. Now it's time to Gate. First, Gate back and grab the **Moon Key**, then Star Gate back to the Fountain of Gold. Time to prepare yourself for the Big Mine.

Once More: The Devil's Advocate

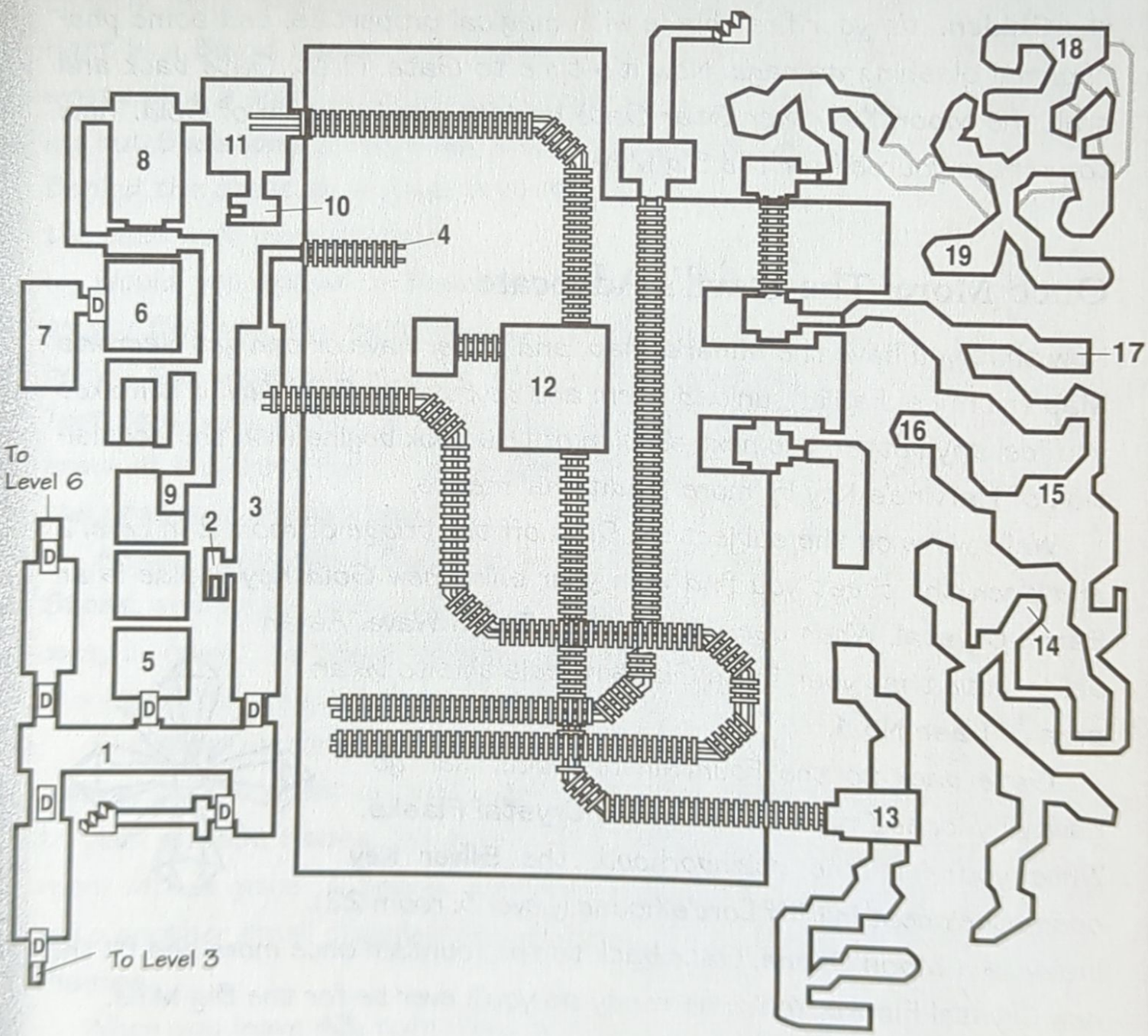
Now that you have the **Miner's Map**, and either have or can get **Necron's Map** (from Fai Fadlin), unload them and go buy the **Gold Key**. If it makes you feel any better, the next section of this book begins with the acquisition of Harvine's Key by more traditional means.

While we're on the subject . . . Drop off the bridge of room **2** in Level 2 and open the chest you find with your shiny new **Gold Key**. Inside is an **Earth Crystal**. When used, it bestows **Earth Wave**. As an aside, note that your Truth Glass reveals this to be an area of **Base No. 1**.



Gate back to the Fountain of Gold, then go have any loose Crystals made into **Crystal Flasks**. While you're in the neighborhood, the **Silver Key** opens the chest in **Cliff Lore's** house (Level 3: room **22**). Inside is a **Moon Stone**. Gate back to the fountain once more and fill the new Crystal Flasks. You're as ready as you'll ever be for the Big Mine.

Level 5



Level 5: The Big Mine

1. Archers
2. Save Room
3. Room with Ore Cart
4. Scorpion's Bracelet
5. Archers
6. Guards
7. Base No. 5: Guard, gold(SK)
8. Archers, Rhombus Key
9. Archers, gold(SK), Rhombus Key.
10. Save Room
11. Ore Cart
12. Archers, Silver Arms, Light Crystal
13. Moon Stone
14. Harvine's Key
15. Phantom Rod
16. Truth Glass
17. Dark Armor
18. Teo Budwell

Level 3: Harvine's Castle

(Callouts refer to map on page 115)

29. Covered Walkway
30. Bridge
31. Outer Wall
32. Salamanders
33. Inner Courtyard, Pillars of Wind
42. Copper Knight, Great Helm(GK)
43. Copper Knight
44. Copper Knight
45. Copper Knight, Crystal Flask
46. Psythe, Plume of Seath
47. Psythe, Copper Knight
48. Copper Knight
49. Copper Knights
50. Salamanders, Moon Stone, Demon's Pick.
51. Shrine Key, Verdite, Picture of Harvine: Copper Knights, Wind Crystal
52. Harvine's Tower
53. Psythes, Knight Helm, Battle Hammer

(SK): Silver Key

(GK): Gold Key

The Big Mine, and Harvine's Castle

Your first trip to the Big Mine is bound to be a little intimidating. The mine is a sprawling thing, actually composed of several different caves that lead up the Elf's Cave. This trip, you really only need to explore the Big Mine proper, the Cave of the Darkside, and the Poison Cave. That's enough to procure Harvine's Key and rescue Teo Budwell, as well as increase your experience in preparation for the trip to the castle itself.

With Harvine's Key to fill out your key collection, you'll be free to tie up some loose ends. Also, with this key, you'll know that there's no door or chest in all of *King's Field* that you can't open. And after you've plundered Harvine's Castle, you'll almost be ready to think about the King Kraken (although finishing the Big Mine in its entirety is probably wiser). Either way, you'll have to slay the Kraken and explore the Big Mine in full to advance through the next stage of your quest.

Budwell's rebirth is also the means to an end: Later on, he'll give you Seath's Tear. Not that you'll ever need it, mind you, but wearing the Tear while also carrying a Figure of Seath is the *King's Field* equivalent of Divine Intervention. Should you die with the Tear equipped, you'll be reborn at full strength.

After Harvine's Castle, you'll be ready for the Cave of the Earth Elementals and the Elf's Cave. For your first trip, your motto is quite literally: *Don't Kill Yourself.* Once you have Harvine's Key and have restored Teo to full health, explore as far as you feel comfortable and then Gate out. Note that, since you want to come back to this area when you're done with Harvine's Castle, you can leave the Moon Key in this vicinity for easy access.

First off: Buff thyself. Load up on herbs and fill those flasks, and don't forget to grab the Moon Key from the last place you put it. Then head for room **1** of Level 3.

Go through the smallish door near the plaque reading "The Big Mine." You'll descend a wide staircase to a huge door. As you approach you'll hear Archers on the other side. There are two, and they're in a foul mood. Activate the Missile Shield spell before opening the door.

The Big Mine

Dispatch the Archers in room **1** of Level 5. as you turn and look down the hallway, you'll want to go through the second blue door on your left.

In room **2**, a long, steep slope covered with **Head Eaters** rises to an Ore Cart on a track. The cart ride, should you survive it, is fruitless. (You will wind up across the hall, and short another Rhombus Key by the time you get out.) The small room **3** is a place to save the game, and if you take care of the **Giant Termites** on the walkway, at the end **(4)** is another **Scorpion's Bracelet**. With two of these in your inventory, you may never be poisoned again.

Return to the large hallway, and enter the blue door you passed on the way. Room **5** has three chambers that rise in elevation. As you advance north up the stairs between landings, expect more resistance from **Archers**. Finally you reach a blue door, which you must activate quickly as **Archer** fire peppers you from the parapet above. Once inside, you'll be safe from Arrow attacks for a few moments. The area in front of you **(6)** is patrolled by standard **Guards** carrying gold.

Room **7** is Base No. 5, housing a Guard and a chest of gold. Open the chest with the **Silver Key** before returning to the hallway **(6)** and continuing north. As you approach the final landing **(8)**, you'll discover three

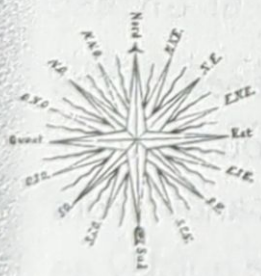
more **Archers** creating a formidable obstacle. One of these Archers will drop a **Rhombus Key** when he dies.

Low on Rhombi?

If you're starting to run low on Rhombus Keys, and want to be conservative, plug the Moon Key into the Guidepost of room 10, and you can get back the Rhombus Key you just used for the price of 10 Magic Points. Just drop off the parapet **(9)** into room 2, grab it and Gate.

Once you've made the landing and resumed your health, follow the pathway to the west and kill any **Archers** you meet. Eventually, the path leads to the parapet **(9)** overlooking the blue door in room **5**. Along the elevated walkway you'll find a chest of gold (accessible with the **Silver Key**) and also another **Rhombus Key**.

Backtrack to room **10**, and insert the **Moon Key** into the Guidepost, if you haven't already. Save the game. It's time for your first cart ride.



That's My Stop!

For this first trip, you don't want to go to the end of the line. A few seconds into the ride, throw the Missile Shield spell. After about 15 seconds on the cart, you'll go through a small room full of Archers, with chests and also a Magic Crystal nearby. Once you're inside that room, before you exit through the far wall, push the X button again. You'll step off the back of the cart, and into the middle of a battle.

In room **11**, step behind the ore cart and press the X key. You'll climb aboard and the cart will begin to move. Once you've killed the three

Archers in room **12**, go ahead and celebrate. In the unlocked chest are the **Silver Arms**, and across the walkway is a **Light Crystal**. When used, it bestows the spell **Breath**. Don't overlook the **Rhombus Key** on the floor near the tracks. **Moon Gate** back to where you came from: room **10**.

Over in room **11**, you'll see that someone has kindly replaced the cart back on the tracks. Save the game and climb aboard once more. This time, stay on the cart until it stops. It's possible that a lucky **Archer** may knock you from your ride into the abyss below. (That's why you just saved the game.)

Can You Dig It?

The Big Mine is just that: big. Trying to guide you through it would be almost as foolish as it would be tedious to read. For that reason, for most of the time you're in the Big Mine there will be few navigational directions. Keep the map handy, and if you realize you've made a wrong turn, backtrack to familiar surroundings. Commentary will be reserved for anything significant that will happen between where you are and where you're going. If you get completely confused, and can't find your way around with the use of the maps and the callouts, you can always Gate out and try again.

When you disembark at room **13**, check the barrel for a **Moon Stone**, and note the location of Harvine's Key.

From here, it's a relatively quick trip. As you collect the key and revive Teo, you'll meet plenty of **Giant Termites**, probably more **Log Stalkers** than you'd like, and a couple of miners whose names you'll recognize from the plaques on empty houses.

Harvine's Key, believe it or not, is lying on the ground in this dead-end branch **(14)**. What idiot would have just dropped it there?

You'll notice from the maps that the area near where you found Harvine's Key has a narrow pathway with some 90 degree turns in it. Follow that path to the **Cave of the Darkside**. In it, you can pick up a **Phantom Rod (15)**, the second **Truth Glass (16)**, and the **Dark Armor (17)**. The Kald that cruise the hallway are probably the least intimidating monsters in all of *King's Field*. If you stand right in front of them and stare, maybe they'll attempt to bite you.

Through the Cave of the Darkside, across a wooden bridge, you enter another area of 'normal' Big Mine. From there, you'll find a hole in the floor that drops you down to **The Cave of Poison**. **Teo Budwell** is collapsed not too far away **(18)**. You'll recognize him since he's wearing Seath's Tear; a necklace like Gigi's. I you try to 'search' him, there's no response whatsoever.

Depending on how you did with the local Log Stalkers, you can explore at you leisure. There are Crystals aplenty in various parts of the mine. Be warned, though, that the Cave of Poison drops down into the Cave of the Earth Elementals. Unless you're strutting around with at least 200 Hit Points, and some serious offensive magic, dropping down is suicide.

En Route to the Castle

Before heading over to Harvine's Castle, stop by and see Teo and Gigi. They're at room **6** of level 4. There, you can pick up **Seath's Tear**. Also, you can go and open up that chest in the Military Cemetery that you couldn't open before. That was room **42**, and inside is a **Verdite** crystal.

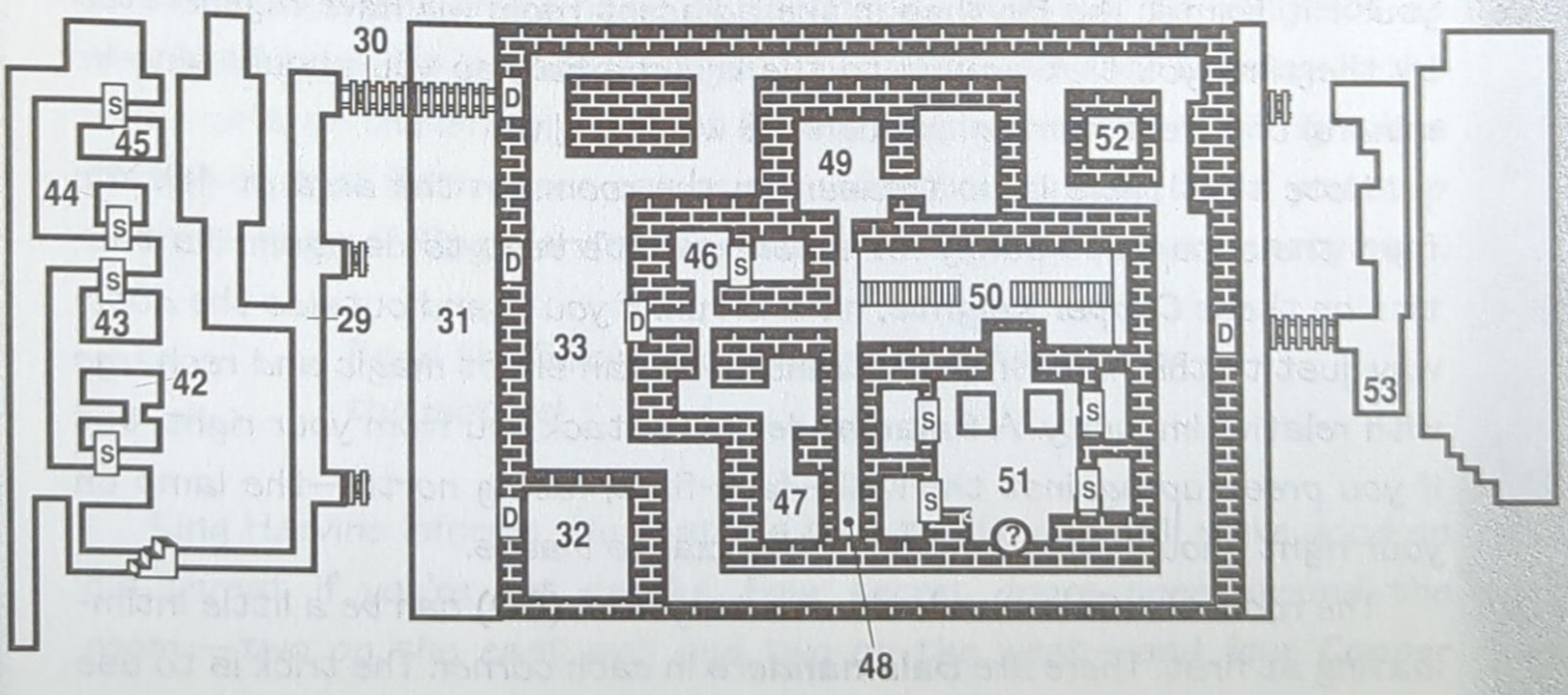
Tear of Joy

The Tear is one of the most powerful artifacts in the game. If you die with the Tear equipped, and are also

carrying a Figure of Seath, you'll be reborn at full strength. If you're killed by a monster, you'll reappear in the same spot where you were killed, still in the battle. If you fall or are killed by a trap, you'll be reborn at the Fountain of Gold. Note, however, that the trick only works once. For that reason, you should hold off equipping the Tear until the end of the game; for fighting the Black Dragon itself.

Harvine's Castle

The Castle of the Wind King is, for all practical intents and purposes, a little slice of Level 5 in the middle of Level 3. Recall that the portal in the east wall of the fountain room is a direct route. Before you approach the



castle itself, however, you should acquaint yourself with the tactics for fighting Copper Knights and Salamanders in Part II: Monsters. Also test out your strength and abilities on the metal men near where you found the Knight Plate.

Those are the Level 3 rooms **42** through **45** on the map. Aside from the Copper Knights, the castle contains nothing new in the way of enemies. The knights in rooms **42-45** are guarding a chest with the **Great Helm (42)** and a **Crystal Flask (45)**. You need the **Gold Key** to open the chest with the Great Helm.

Use **Harvine's Key** on the front door of the castle, and in you go. In room **46**, a **Psythe Skeleton** patrols. The stone box behind the secret door holds one of **Seath's Plumes**. There's no treasure in room **47**, just a group of **Psythe Skeletons** hell-bent on cursing you into submission. Watch out for the **Copper Knight** that will attack through the windows. His blasts of Fire Magic can be devastating.

The **Copper Knight** at **48** is indeed a tough opponent. Keep an eye on your Hit Points. The **Psythes** in the adjacent room will have regenerated by the time you trek around to the knight's hall, so you should also be mindful of curses coming through the window slits.

Note that there is no treasure in the rooms in the area of **49**. You fight the occupants purely for experience. It's best to use guerrilla tactics on these **Copper Knights**; hit and run. If you stand outside the doorway, just to the right of the entrance, you can shoot magic and recharge with relative impunity. A **Salamander** will attack you from your right, but if you press up against the wall—face-first, facing north—the lamp on your right should absorb most of the lizard's blasts.

The room the **Salamander** is shooting from **(50)** can be a little intimidating at first. There are **Salamanders** in each corner. The trick is to use

the ascending staircases as protection from their respective attacks. First, drop down into the southwest corner and fight the Salamander there at close range. If you then back up to a point about halfway down the south wall, you'll be in a blind spot where no one can attack you. If you have Arrows, use them on the lizard in the northwest corner, or try the Waterfall spell. You should be able to advance around the room, attacking the beasts one at a time without giving any of their kindred a good chance to pound on you. In the stone cases on the ledge to east are a **Moon Stone** and a **Demon's Pick**.

Pick Your Enemies

The Demon's Pick gives a temporary boost to your Magic Point's upper range. If you use it, then use another item to recharge your Magic Points to full, you will achieve a higher total than merited by your experience level alone.

Room **51** is the grand finale of Harvine's Castle, but it's really not as devastating as it's intended—if you have a little advance warning. In the stone case on the left is your first **Shrine Key;** in the one on the right is a ***Verdite*** crystal. Both cases can be opened without a fuss. But if you step to the picture of **King Harvine**, and search, things take a very nasty turn.

> Read the following summary before searching the picture!

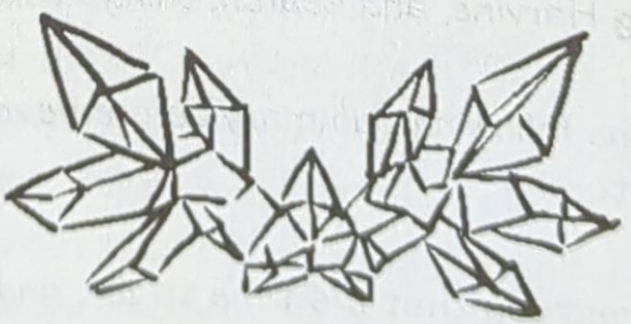
King Harvine informs you that it's time to die, and he'll make good on his threat if you're not careful. Four secret doors open around the room—two on the east wall and two on the west—and four **Copper**

Knights emerge. Now, one Copper Knight alone is pretty tough. Two are trouble. Three are a royal pain. Four . . . well, four at once are downright deadly. That's why you should fight them one at a time.

Before searching the picture, you can open up each secret door individually. There the knight stands, in stasis, waiting for the call from Harvine. If you attack, he'll ignore you and walk forward, as if to exit the small room. Until the knight completes the walk cycle, you won't be able to do any damage to him. You can either get in his way or merely fall in behind him, and prepare to attack. When he comes out of his trance, he's fair game.

By now, you should have a couple hundred Hit Points to your name. If a single **Copper Knight** can do that much damage to you before you kill it, you should rethink your chosen profession. In total, the four knights are carrying more than 1,500 gold pieces.

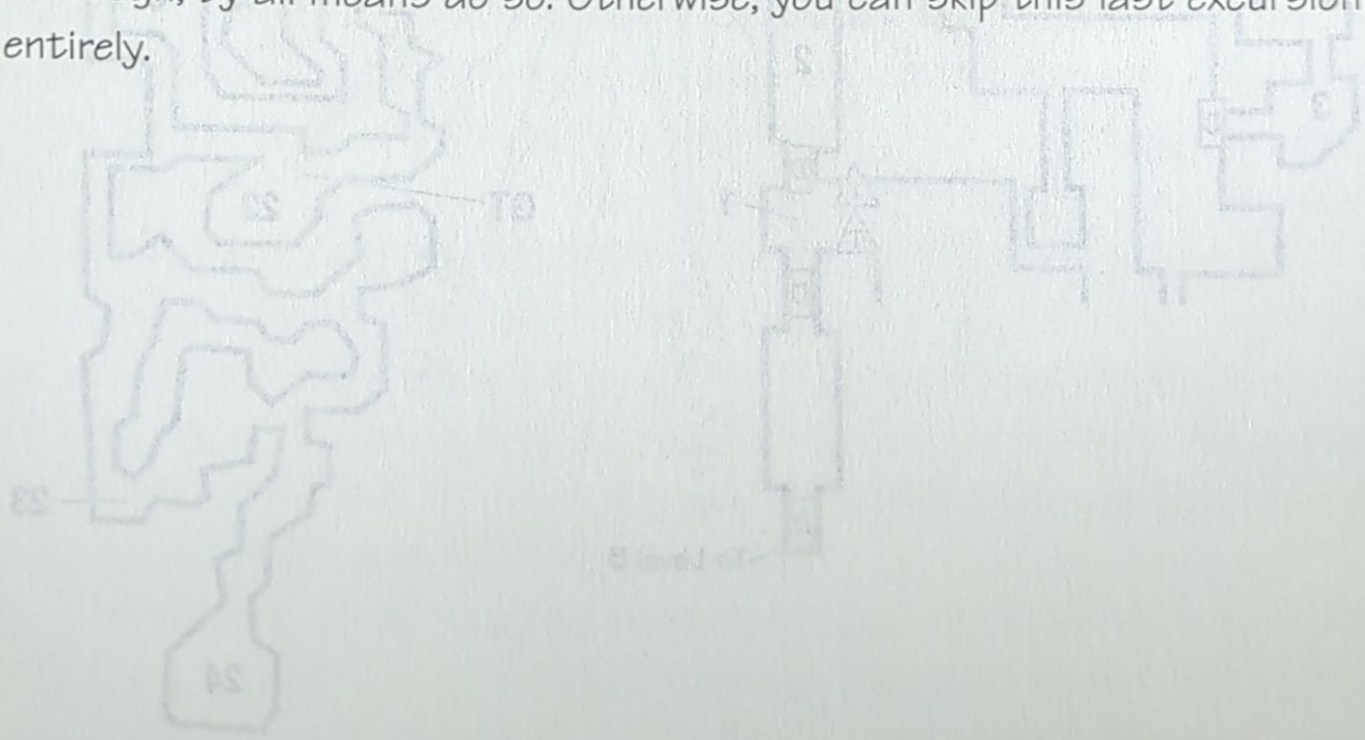
Once the Knights are dust, search the picture. You'll get Harvine's message—now an empty threat—and the message "Sealed." Slash the picture, and it vanishes to reveal a compartment with a **Wind Crystal**. Using the crystal bestows the spell **Ice Storm**. That kicks butt.



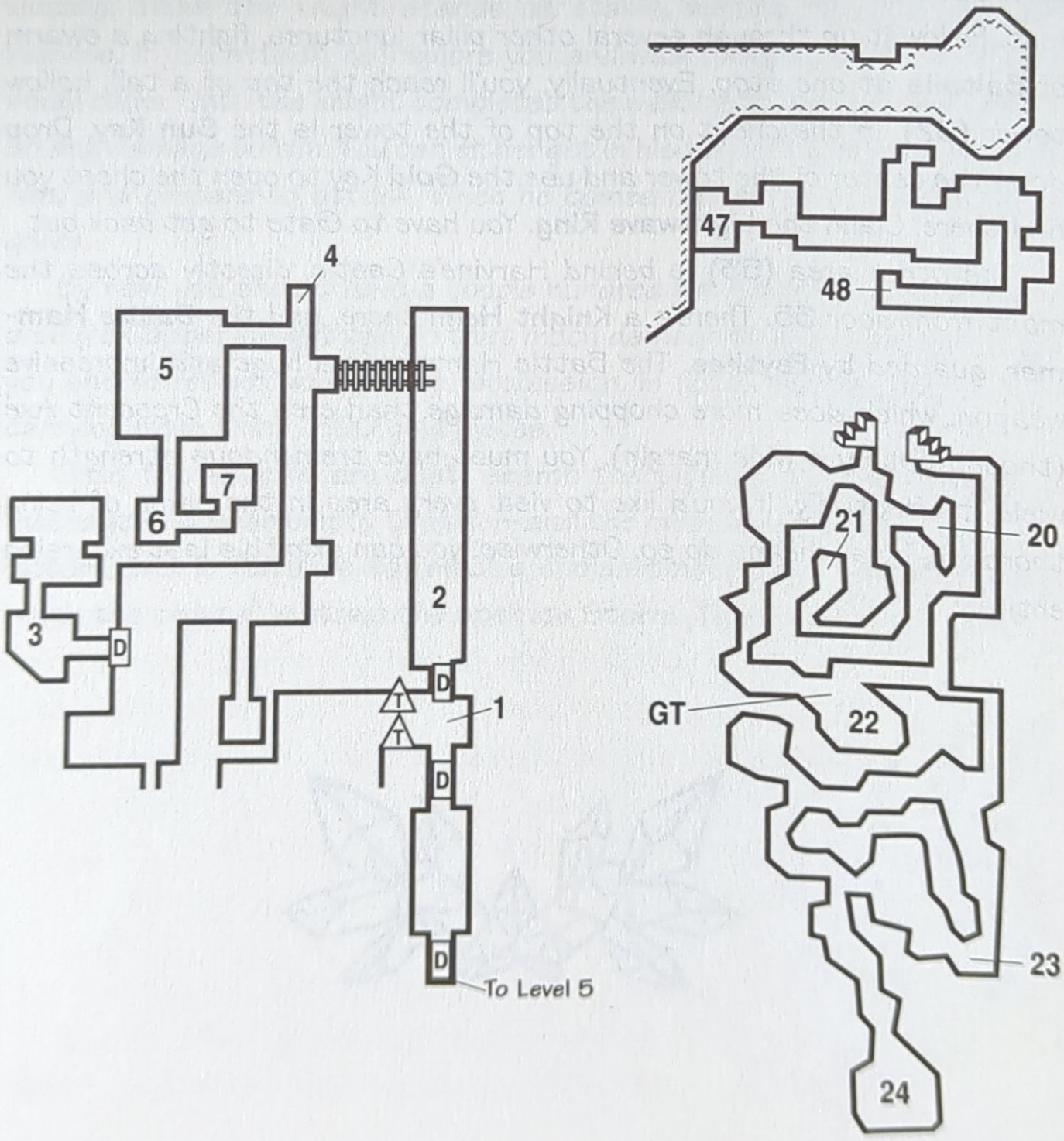
Completing Level 3

There are only a couple of places you haven't been on Level 3. First, exit the castle the way you came in, and stand between the **Pillars of Wind** in area **33**. Use **Harvine's Flute**, and you'll see a Wind Bridge appear at your feet. Follow it up through several other pillar junctures, fighting a swarm of **Baltails** at one stop. Eventually, you'll reach the top of a tall, hollow tower **(52)**. In the chest on the top of the tower is the **Sun Key**. Drop down the center of the tower and use the **Gold** Key to open the chest you find there. Claim the **Lightwave Ring**. You have to Gate to get back out.

The other area **(53)** is behind Harvine's Castle, directly across the moat from door **35**. There's a **Knight Helm** there, and the **Battle Hammer**, guarded by **Psythes**. The Battle Hammer is a huge and impressive weapon, which does more chopping damage than even the Crescent Axe (though not by a wide margin). You must have tremendous strength to wield it effectively. If you'd like to visit every area in the name of being thorough, by all means do so. Otherwise, you can skip this last excursion entirely.



The King's Treasures, Leon Shore, the Elf's Key . . . and Finally: The King Kraken



Level 6: The Royal Treasure House

1. Guards, Archer
2. South: Pillars of Wind, Guard. North: Salamanders, Sun Gate
3. The Underworld Prison No. 2: Leon Shore, Figure of Seath
4. Salamander, Billent
5. Moon Stones, gold.
6. Ghost, 1000 gold pieces
7. Billent, Wind Crystal

Level 5: The Cave of the Earth Elementals

20. Earth Elemental, Verdite (GK)
21. Earth Elemental, Earth Ring.
22. Earth Elemental Boss, Earth Crystal

The Elf Cave

23. Arbalest
24. Elf's Key

Level 1: The King Kraken

47. King Kraken
48. Kraken, Shrine Key

GT: Golden Tree

The King's Treasures, Leon Shore, the Elf's Key . . . and Finally: The King Kraken

This adventure takes you back to the Big Mine for the last time, with a couple of important stops along the way. It's essential that you have a good store of Magic Power available to you for the trip, so plan accordingly. By now, you should be wise to the ways of getting Magic Power. You'll probably expend almost all of your power during the first part of this trip, then need to refill those flasks before you actually enter the Big Mine for the last time.

The Royal Treasure House

What, you thought Harvine kept all his eggs in one basket? The really good stuff is in the Royal Treasure House, through the large door in room **1** of Level 5. Use the Moon Gate to get back in the neighborhood, then follow the hallway to Level 6, room **1**. Open the door and you'll see a couple of **Guards** and a row of swinging spiked balls.

Most of the time, if you'd just like to wait it out, the Guards will eventually get clobbered by the huge maces. If you venture into room **1**, don't plan on staying long. There are **Archers** on the other side of the trap that are crack shots. Go directly through the doors into room **2** once the Guards are taken care of.

Stop when you see the **Pillars of Wind** in room **2** and cross the moat at that point. If you proceed down the hall, you're in for a world of hurt. Cross the Wind Bridge and bear left, killing the **Guard** in that area. He'll drop some **Stone Hands**. Nearby, you'll find the door to room **3—Under-**

world Prison No. 2—with **Leon Shore** locked in the cell. Free him, and take the **Figure of Seath** he has stashed in the wall compartment. Leon is a great guy. In a very direct way, slaying the Black Dragon depends on Leon . . . although later you'll *almost* wish you'd left him to rot in jail.

From the cell, backtrack to where you crossed the Wind Bridge. Down that hallway to the north is **The Royal Treasure House**, guarded by more Billents than you can shake the proverbial stick at.

At the north end of the hall, point **4**, is a **Salamander**. Once this battle sequence gets going, you'll probably realize that the object is to get you in a cross-fire and kill you before you realize where the damage is coming from. Keep that in mind: Never assume the monster in front of you is the only one doing damage.

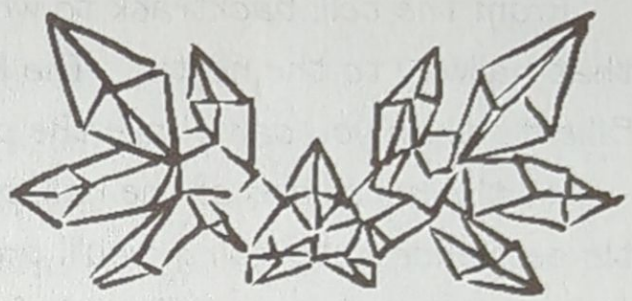
You'll want to kill the **Salamander** at **4** quickly, from a distance. The **Billent** on the wall to your left will cause you pain if you rush in too close to the Salamander, and fireballs will start pouring out of the doorway to the Treasure House about the same time.

There are also two more **Salamanders** across the moat (at the north end of room **2**) who will take any opportunity to burn your hide. Once the Salamander at **4** wilts, run into the space it occupied, where you'll be safe from attack.

To get inside **The Royal Treasure House**, you have to give the door the old bum rush. Just throw your **Resist Fire** spell and charge in. The room **(5)** is circled by **Billents**, but if you can make it to the center you'll be out of their line of fire. At that point, you can use magic to kill the two on the north wall, and hack at the other two until they dissipate. The chests contain **Moon Stones** and gold.

The small room **6** houses a chest with 1,000 gold pieces, and occasionally a **Ghost**. The final **Wind Crystal** is in room **7**, protected by the meanest **Billent** in existence. It will start to fire tremendous blasts at

you while you're still in the hallway, so throw the **Resist Fire** spell before approaching. If you run into the room and stand to the right of the Billent, then it should stop spewing. At that point, you can hack it off the wall. Inside the chest is the aforementioned **Wind Crystal**. When used, it bestows **Freeze**—the spell that's going to carry you through the Cave of the Earth Elementals, and ultimately net you the Elf's Key.



Once you have Freeze, it's time to test its awesome power on the remaining local Billents, and also the Salamanders at the north end of room **2**.

By standing near point **4**, you can fire **Freeze** across the mote at the two **Salamanders** through the opening in the wall. Just shoot it in their direction, duck back for cover, and the Ice Dragon that issues forth will take care of the rest.

Before you approach the chest the Salamanders were guarding, however, look along the wall to the east of the nearby moat. You'll see more **Billents**, which you can **Freeze** safely from a distance. Take them out from an angle, though, or they'll activate. The bursts they produce are directional—they'll zero in on you—and very deadly.

In the chest at the north end of **2** is the **Sun Gate**, completing your final set of Gate and Key. Once you have the Sun Gate, go recharge your magic. Then walk or Gate back to Level 5, room **7**, where you catch the cart to the Big Mine for the last time.

The Elf's Key

To get your hands on the Elf's Key, you first need to survive the Cave of the Earth Elementals. The Elf Cave, by comparison, is a cakewalk. The Elf's

Key frees the Dark Crystal from it's stasis in the Shrine, then Leon Shore can use it to make the Dark Slayer. (You're that close to carving up a little dragon meat.)

The Cave of the Earth Elementals

Return to **The Big Mine** via the cart and retrace your steps to near where you found Teo Budwell. At point **19**, there's a hole in the floor with a dead miner nearby. That hole drops you into the Cave of the Earth Elementals.

The Earth Elementals can be a serious pain. They are large, magical, biting beasts that look like dinosaurs. But you have the **Freeze** spell now, and this is a good time to use it. Usually, one blast of Freeze will kill an Earth Elemental outright. The exception is the last one you face before the Elf Cave.

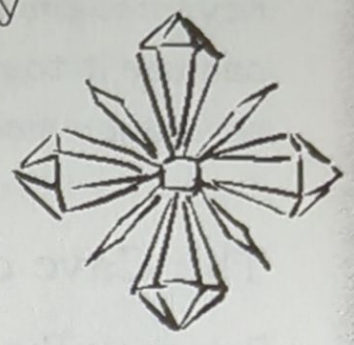
When you land in the Cave of the Earth Elementals, don't go peeking out of the alcove too much. You don't want everyone blasting in your direction if you can avoid it. Exit the alcove and run straight forward, past **20**, into the area of the cavern that makes a curl on the map. One **Earth Elemental** will be right in front of you in that curl: **Freeze** him solid.

The rule of thumb here is to jump out from behind a wall, fire off **Freeze**, and jump back again. Work in an orderly fashion, and you can deal with one monster at a time. At **20**, an Earth Elemental stands guard over a chest. The **Gold Key** opens the chest, and inside is a **Verdite** crystal. At **21** another Elemental presides over the **Earth Ring**.

As you approach **22**, dispatching three or four more beasts in the process, you'll probably hear the thunderous sounds of the final **Earth Elemental**, crashing boulders against the wall in your direction. If he scores a direct hit with a barrage of boulders, you are very likely doomed.

Orient yourself so that you can slide from behind the wall — Hit Points

at maximum—and unload a **Freeze** spell, then duck quickly back out of harm's way. It will take two hits with **Freeze** to kill him, but you'll most likely gain a level of experience for it. The monster drops an **Earth Crystal** near a **Golden Tree** when it dies. The crystal, when used, bestows **Meteor**, the high-end Earth spell.



The Elf Cave

The Rafma that haunt the Elf Cave are pretty easy pickings for a you at this point. The **Ice Storm** spell will dispose of them with a single burst, occasionally leaving behind one of **Seath's Plumes**.

At **23**, a panel in the wall slides away to reveal the **Arbalest**—the elfin crossbow for the bolts you've been toting. Finally, at **24**, is the **Elf's Key**. You, Alexander, are ready to rock.

Go ahead and leave the Moon Key where it is: It's closer to the final level of *King's Field* than the present position of the Star Key. Gate back to the Fountain of Gold and refresh yourself. It's finally time to deal with the King Kraken, and claim the second Shrine Key.

The King Kraken

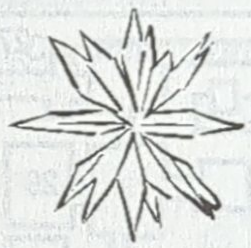
The **King Kraken (47)**, sadly, is no match for your **Meteor** spell. Three times is the charm. As long as you keep your distance, he won't even be able to fight back. Watch for smaller sea monsters, wade out onto the ledge in front of the King Kraken's cave, and let him have it! Once he's gone, claim the **Dragon Crystal** and enter the cave. Be careful with the **Killer Kraken** you find inside. They may be small, but they're magical, and they pack quite a wallop.

The last **Killer Kraken**, down the passage that terminates at **48**, drops the second **Shrine Key** when you kill it.

Loose Ends

Before you begin the final phases of the *King's Field* quest, there's a couple of things you might want to accomplish closer to the surface. Once you've destroyed the King Kraken and his scaly servants, you should check the chest that only **Harvine's Key** can access; Level 1, room **24**. A **Phantom Rod** might seem a little anti-climactic, but . . . naw, it's anti-climactic.

On a much more interesting note: You've probably advanced a few levels of experience since the last time you talked to **Fai Fadlin** near the South Village. If you visit him now, he'll grant you the second-to-the-last **Light Crystal**, with no strings attached. That location is Level 2, room **26**. The Crystal, when used, bestows the spell **Lightning Volt**.

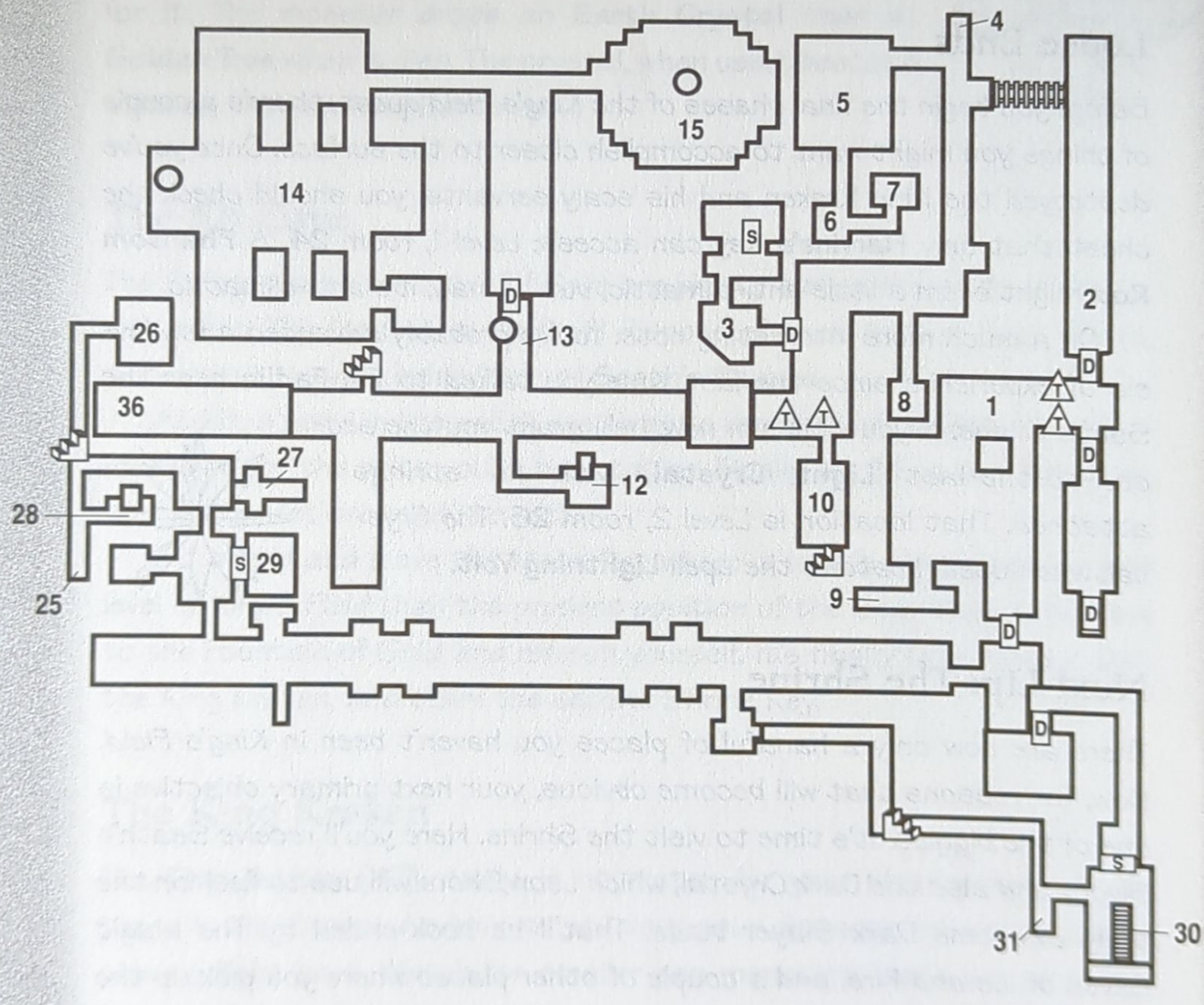


Next Up: The Shrine

There are now only a handful of places you haven't been in *King's Field*. Now, for reasons that will become obvious, your next primary objective is one of the biggies: It's time to visit the Shrine. Here you'll receive Seath's Sword and also the Dark Crystal, which Leon Shore will use to fashion the truly awesome Dark Slayer blade. That'll be book-ended by The Magic Caves of Ice and Fire, and a couple of other places where you pick up the high-end weaponry of *King's Field*.

There are some serious battles ahead, but by now your experience level should be in the mid-20s. Rest assured that the Black Dragon has heard your name.

Level 6



Level 6

1. Guards, Archer.
2. South: Pillars of Wind, Guard.
   North: Salamanders, Sun Gate
3. The Underworld Prison No. 2:
   Leon Shore, Figure of Seath
4. Salamander, Billent
5. Moon Stones, gold.
6. Ghost, 1000 gold pieces
7. Billent, Wind Crystal
8. Archers
9. Switches for Spiked Ball
10. Guards

The Shrine

12. Save Room
13. Combination Wheels of the Shrine
14. Refma (Plume of Seath, Verdite), Water Crystal, Seath's Bracelet, Seath's Sword
15. Refma (Seath's Helm), Blood Stones, Dark Crystal (EK)

The Magic Cave of Fire

25. Arrive from Hallway near 24
26. Earnest Clyde
27. Celffy Foss, Ruinous Boots, Silver Boots, Crystal Flask
28. Save Room
29. Archers, Crystal Flask.
30. Salamanders, Blood Crown.
31. 500 gold pieces
32. **Dragon Crystal**
33. **Psythe, Phantom Rod, Arbalest, Blood Stone.**
34. **Giant Snails, Green Slime**
35. **Drop from Shrine Combination Wheels**
36. Death Walkers.

(EK): Elf's Key
(MK): Magician's Key

Bold callouts refer to map on page 137

The Shrine and the Magic Caves

As King's Field hurtles towards its climax, you'll find that the game is painted with broader strokes. The monsters are bigger, meaner—and the weapons you're given to fight them are equally impressive.

First, though, you have to get Leon Shore working on the Dark Slayer, and that requires a trip to the Shrine. You've got both Shrine Keys now, and the Elf's Key. These treasures and a little magic are all it takes to claim the prize: The Dark Crystal. When you deliver the Dark Crystal to Leon at his house, where you met Karen Shore, he'll begin to fashion the blade. First, however, it's essential that you defrost the Magic Cave of Ice. Doing so opens the hallway leading to the Shrine, which also gives you a chance to put a Key in a Guidepost nearby.

Claiming the Dark Crystal

Moon Gate back to the Big Mine area, grab the Moon Key and head for the parapet; Level 6, area **8**. Kill the hoard of **Archers** there and jump over the side of the parapet. Now you're in room **1**, but on the other side of the spiked balls you see from the large doorway.

In room **9** you find the two switches which control both sets of spiked ball obstacles—the one here and the one where you want to go—past room **3**. Reverse the position of both switches (from red to blue) then make your way back around the circuit again. Past room **3**, the door to room **10** is now accessible.

Notice also that a glacier blocks the hallway, to the right as you stand facing the door of room **10**. You're about to change that.

Kill the Guards inside **10** and proceed down the stairs. It's time to heat things up a little in the **Magic Cave of Ice.**

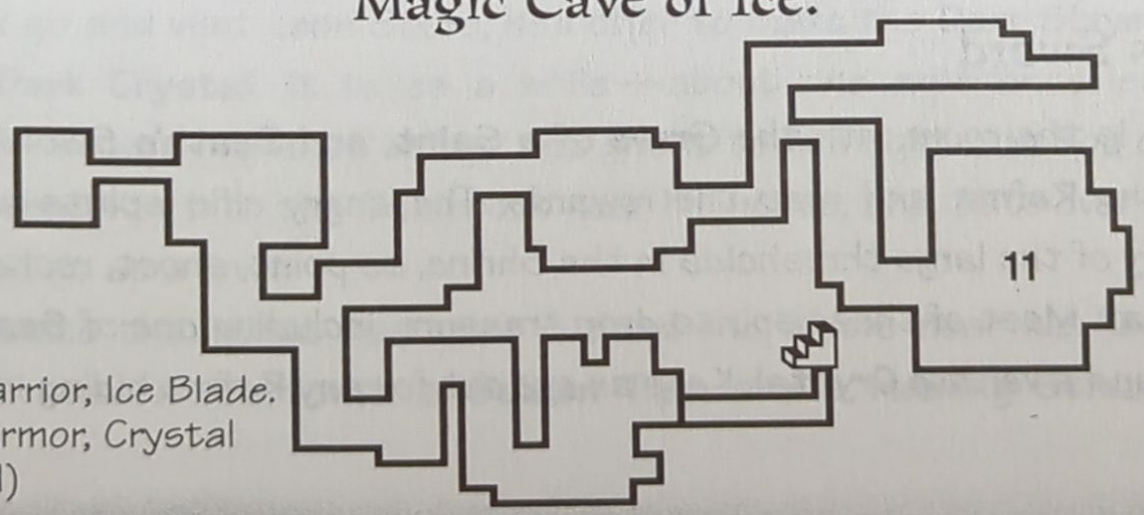
The Magic Cave of Ice

The first and last thing you need to know about the **Magic Cave of Ice** is that you really only need to fight one monster there: the big one. On the way to the largest chamber in the cave—at **11**—you're bound to run up against some resistance. Don't get caught up trading punches with the minions. If a monster is blocking a doorway, it's unintentional, and you should be able to lure him away. Make your way to **11** as quickly and painlessly as possible.

When you enter room **11**, you'll see a truly impressive Ice Monster, tremendous in stature and easily aggravated. Luckily for you there are a couple of crystalline columns in the room, extending from ceiling to floor. Put one between you and the monster as quickly as you can, or the fiend will crush you with spiked ice balls.

Once you're safely on the other side of one of the columns, you'll notice that you're . . . safely on the other side of one of the columns. The mon-

Level 6
Magic Cave of Ice.



11. Ice Warrior, Ice Blade. (Ice Armor, Crystal Shield)

ster is so big and slow that he can't catch up to you, no matter how he tries. Slide out from behind the column, blast him with your own **Fire Magic**, and duck back to safety.

Eventually, the monster groans and collapses, and the entire cave thaws in an instant. Where the behemoth last stood lays the **Ice Blade**. Where the other lesser monsters lived, now there are only gold pieces. You'll also find the **Ice Armor** and the **Crystal Shield** in other parts of the small system of caves. You're outta here.

The Shrine

When you exit room **10**, hang a left and go down the hallway, now cleared of the ice obstruction. The first left leads to **12**, a room where you can save the game and insert one of your two spare Keys in the Guidepost. Across the hall, at **13**, are the giant combination wheels of the **Shrine**.

Insert the two **Shrine Keys** into the center of the wheels. The combination is **two clicks on the right** wheel and **one click on the left**. You know this because, when the wheels are turned thus, the two symbols on the wheels that are closest together correspond to the symbols on the shields in **The Picture of Warriors**. In Leon Shore's house. Right . . .

Seath's Sword

Room **14** is the room with the **Grave of a Saint**, and **Seath's Sword**. Ice Storm the **Refma** and reap the rewards. The angry elfin spirits won't cross any of the large thresholds in the Shrine, so point, shoot, recharge, and repeat. Most of these spirits drop treasure, including one of **Seath's Plumes** and a **Verdite Crystal**. Keep an eye out for any Rafma hiding in the

rafters. Usually a couple more will be lurking when you enter the room.

The **Water Crystal** in the center of **14** is the last one in *King's Field*. When used, it bestows the spell **Seath**—a tremendous blast of water energy. Against the south wall, the second tombstone from the right conceals **Seath's Bracelet**.

The **Golden Tree** in the antechamber provides a nice historical summary if you 'search' its area—not unlike a pregame pep talk.

Finally, address the grave of Saint Olfe. He has something for you, mighty Alexander. Look to the northwest from the grave; there, stuck in the wall, is **Seath's Sword**. Check the various strength numbers, just for grins. Now *that's* slashing damage: 178.

In the large circular room **15** you're confronted by another hoard of **Refma**. A couple drop **Blood Stones** when you kill them; the redhead drops **Seath's Helm**. In the center of the room, floating above a pedestal, is the **Dark Crystal**. When you inspect it, the message says "Sealed." To free the Crystal, you must use the **Elf's Key** that you picked up in the Elf's Cave. When you do, the Dark Crystal and the Elf's Key swap places. The treasures of the Shrine are yours.

Go Visit Leon

If you go and visit Leon Shore, he'll offer to make the **Dark Slayer** out of the **Dark Crystal**. It takes a while—about one experience level of a while—so you might as well go and give it to him right now. You can plug your third Key into the Guidepost near his house, and Gate over as soon as you go up a level.

Notice that what was once a dead-end alcove near his house now opens onto a room with a **Golden Tree**, and a **Healing Stream** flows

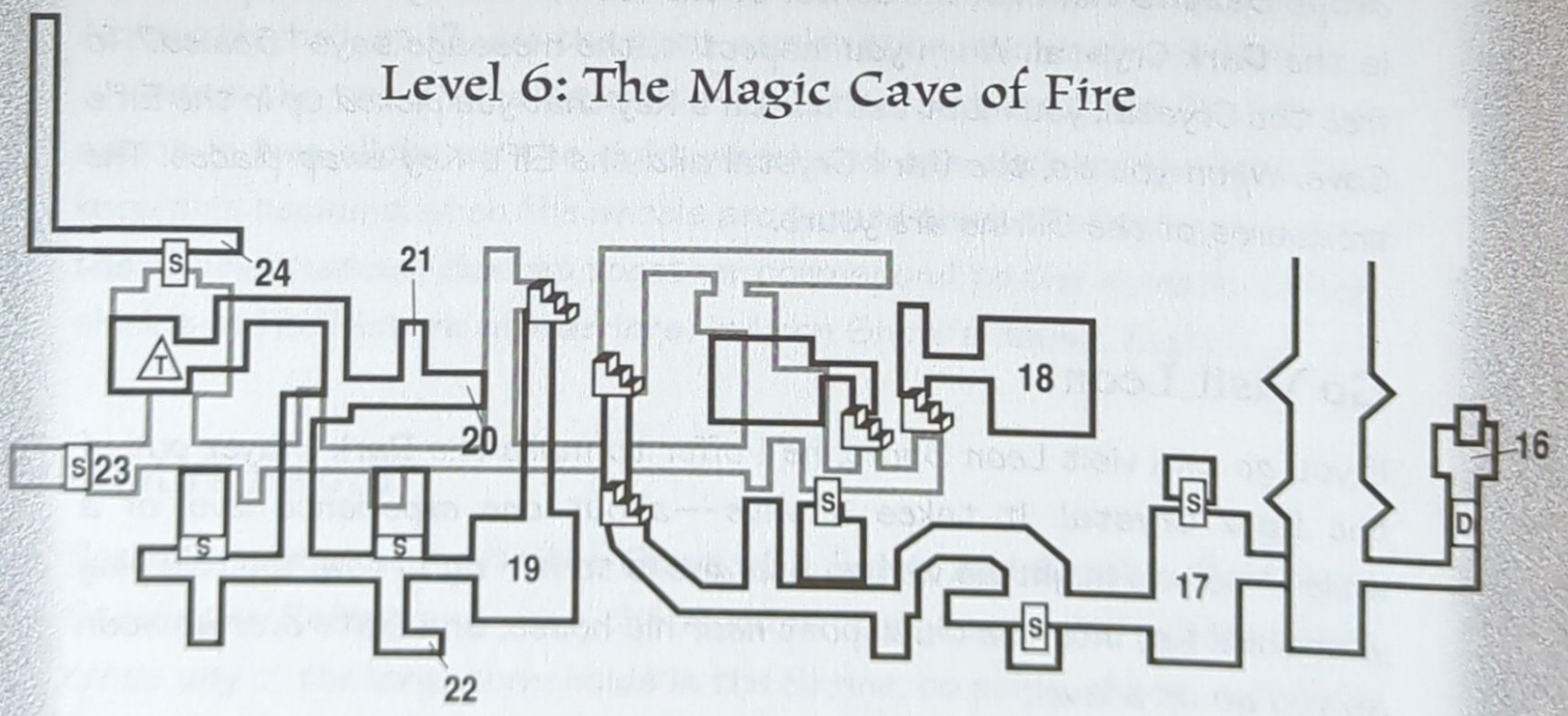
nearby. When Leon's crafted **Figures of Seath**, he leaves them on the basin of the stream.

If you need to recharge, and didn't stop by the **Fountain of Gold** near the East Village, Gate back to the one near the Underworld Prison No. 1 and stock up. Then return to the area of the Shrine. It's time to tame The Magic Cave of Fire, and procure the trickiest Magic Crystal of them all.

The Magic Cave of Fire

When you arrive near the Shrine, return to parapet **(8)** and jump off once more. Go through the blue door to the south, adjacent to room **(9)**, and use **Harvine's Flute** to cross the gap at the **Pillars of Wind**. Save the game in room **16**.

Level 6: The Magic Cave of Fire



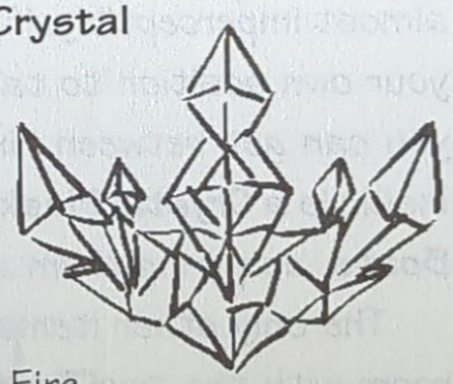
16. Game Save room
17. Copper Knights, Lightwave Ring
18. Copper Knights, Fire Crystal
19. Blood Stone
20. Moon Stone
21/22. gold
23. Billent, Flame Sword
24. Verdite (MK), Hall with Trap Door to 25

The **Magic Cave of Fire** is a nasty, hostile place. Now would be a good time to try out the **Ice Armor**. There's plenty of **Copper Knights** to fight, and some cool items to pick up along the way.

After you kill the **Copper Knights** in the first room **(17)**, slide open the secret door on the north wall. Inside a chest you'll find another **Lightwave Ring**. Throw the **Resist Fire** spell before venturing down the hallway into the Fire Cave proper.

Of utmost importance is room **18**, down a flight of stairs and guarded by **Copper Knights**. It's pretty easy to slide back and forth across the entryway to **18** and **Freeze** the knights into the hereafter. Enter the room. It's empty. Unless a stray Knight's blast ignited one of them, all the lamps are dim.

This is such a cool secret, it almost hurts to tell it . . . Equip your Fireball spell and light the lamps. The third **Fire Crystal** descends from the ceiling.



When used, the **Fire Crystal** bestows the spell **Fire Storm**. If it's the last one you find, of course, it bestows the devastating spell **Flame**.

There are also several chests in the Cave of Fire, containing a **Blood Stone (19)**, a **Moon Stone (20)** and gold **(21 and 22)**. After you kill the Billent at **23**, open the secret door to the left of where it hung on the wall. In that small secret room is the **Flame Sword**. Finally, beyond a secret door, another chest that requires the **Magician's Key (24)** holds a **Verdite** Crystal.

That's a wrap for the Magic Cave of Fire. You can return the way you came, or follow the corridor behind the secret door. That drops you at **25**,

and provides a good opportunity to explore the large hall you bypassed on your way to the Cave of Fire.

Earnest and Raffy

Earnest Clyde, still among the living for a short time, sits dejectedly in room **26**. Nearby—at **27**—is **Celffy Foss**, recently relocated from the Central Village, and also a place **(28)** where you can save the game.

Celffy has upgraded his selection of items some. He'll sell you the **Ruinous Boots**, the fanciest footwear in *King's Field*, but you can also take them off the table behind him, as well as get in the chest.

Celffy is blocking the alcove at first, but if you get as far to his left—your right—as you can, and hack at his shoulder, you'll notice he moves almost imperceptibly. If you keep hacking at that shoulder, and adjusting your own position to take advantage of his small movements, eventually you can get between him and the wall, and stand in front of the chest. Inside is a **Crystal Flask**, and from there you can easily reach the **Ruinous Boots**, acquiring them at a significant discount.

The only other items of interest in the whole huge hallway are in the room with the two **Archers**, who have been whistling arrows at the wall while you hacked at poor Celffy. Shoot them through the window slit, then enter **29** through the secret door to claim their loot. Inside the nearby chest is another **Crystal Flask**.

While You're in the Neighborhood . . .

Head down the hallway to the east and dispose of the two **Archers**. When you exit the blue door, you'll be near the **Pillars of Wind** where you first

crossed towards the Cave of Fire. This time, instead of using Harvine's Flute, drop down into the chasm and you'll find a wooden door.

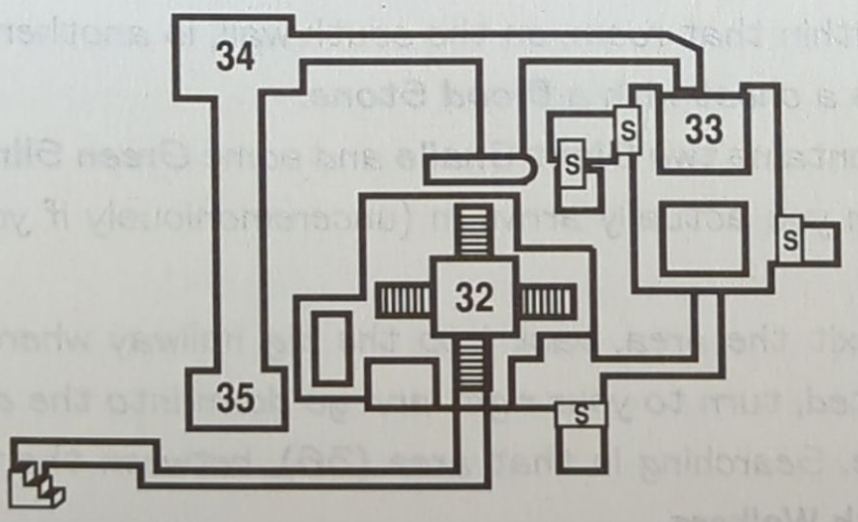
Go through the door and follow the hallway. Look for a secret door in the south wall when the hallway ends. When you open that door, two **Salamanders** will throw fire at you from a raised ledge in room **30**.

Rush forward and take up a position under the ledge on either side of the stairs. Look up. The **Salamander** above you will be staring off into space, as if oblivious to the fact that you're about to stick a few arrows under his chin. Once you've wilted both Salamanders, climb the stairs, open the stone box and claim the **Blood Crown**.

Nearby **(31)** is a chest with 500 gold pieces. Follow the passage and you drop into an alcove of the large hallway where you fought the Archers just moments ago. Remove your **Rhombus Key** from the lock, and Gate back to the save room near the Shrine.

Level 6

(callouts on page 129)



There's just a couple more items of interest near the Shrine, and they're very easy to get your hands on.

When you exit the save room across from the Shrine, turn left and head down the hall. A doorway appears on your right. This is the area that you drop into if you screw up the Shrine lock combination.

Follow the hallway and climb the stairs of the central pyramid of room **32**. At the top, you'll find a **Dragon Crystal**. Then go all the way to one corner of that top platform, facing southeast. Use the **Breath** spell to cross the gap—just use it and then run in that direction. There's a secret door in the south wall of the platform you land on, but nothing in the room on the other side.

Enter room **33** and climb the stairs to the east. At the top of the stairs is a secret door, and a panel in that room slides away to reveal a **Phantom Rod**. Exit the room and head north on the walkway. Searching the wall to the east, you'll discover a spear trap and also a compartment with another **Arbalest**. In the open space of the room, behind you as you retrieve the Arbalest, is a **Psythe Skeleton**.

If you search the wall along the ledge to the west, you'll discover a secret door. Within that room, on the south wall, is another secret door. In that room is a chest with a **Blood Stone**.

Room **34** contains two **Giant Snails** and some **Green Slime**, and room **35** is the room you actually arrive in (unceremoniously if you botch the Shrine combo).

When you exit the area, back into the big hallway where the Shrine doors are located, turn to your right and go down into the darkened end of the passage. Searching in that area **(36)**, between the two torches, yields the **Death Walkers**.

That's it for the Shrine and its immediate environs. A handful of obstacles stand between you and a date with the Black Dragon, but they are by far the toughest battles you'll face in *King's Field*.

Final Preparations: Hey Leon, Thanks for Nothing

What you'll discover, if you haven't already, is that Leon Shore fashions the Dark Slayer, then gets it heisted by Necron's soldiers. So not only do you have to take the blade and slay the Dragon, you have to go and find it first.

Unfortunately, there's no button on your control pad that allows you to slap Leon around a little bit.

To finally get your hands on the Dark Slayer, you have to fight—in rapid succession and with no chance to refill your flasks—five of the toughest battles you'll ever face. In order, you must defeat king-size versions of the Copper Knight, the Ice Warrior, the Earth Elemental and the Demon Lord. Then, and only then, are you granted entrance to Necron's Coliseum for the final showdown this side of Guyra.

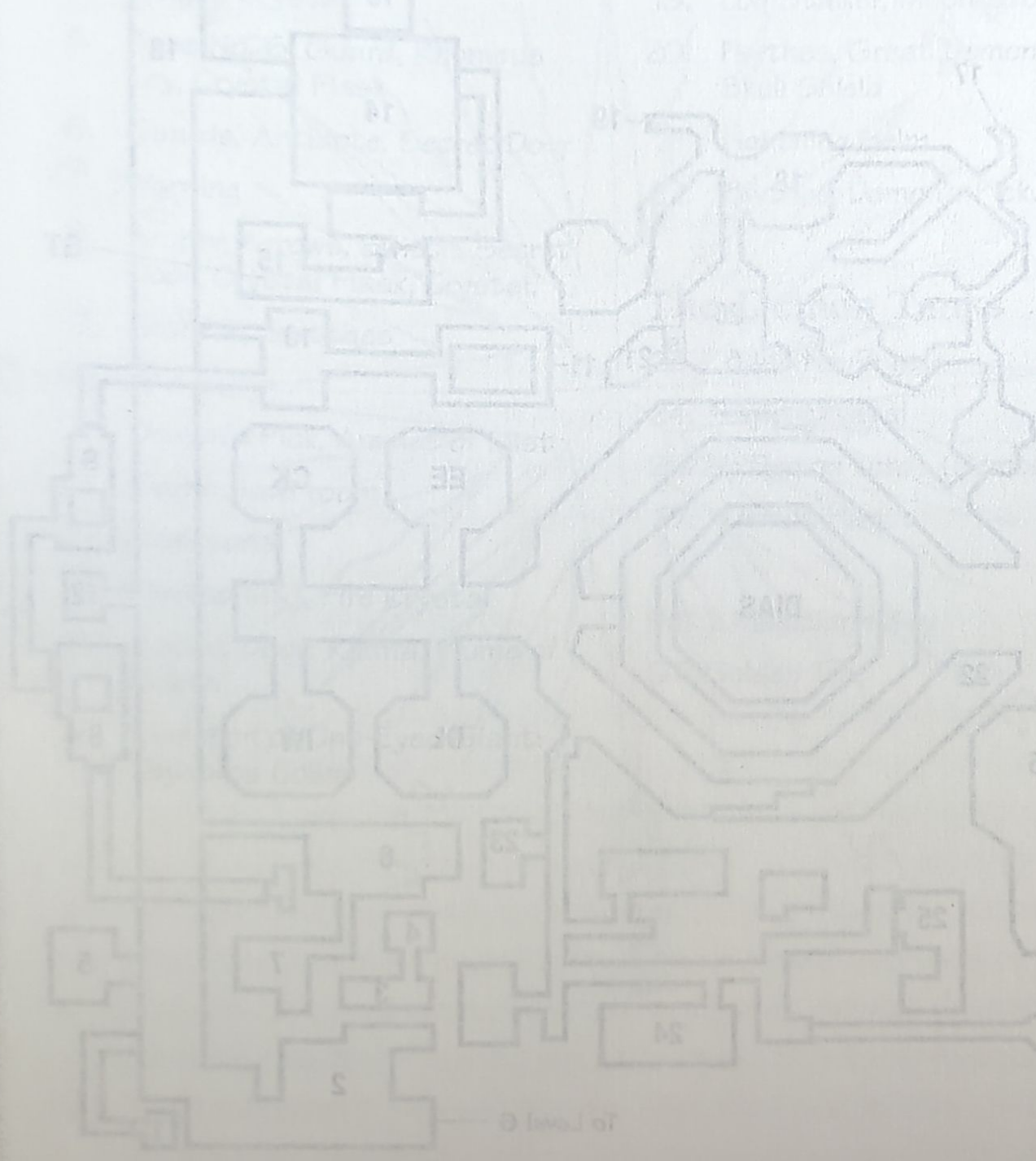
Remember Dias, Nola's brother? Since Nola last saw him, he's learned every high-end magic spell, and he knows how to use them. He's also got a fearsome crescent-shaped weapon, and he can attack so quickly with it he'll inflict a hundred Hit Points of damage while you're standing there with your jaw dropped.

So before you fight him, you have to be prepared.

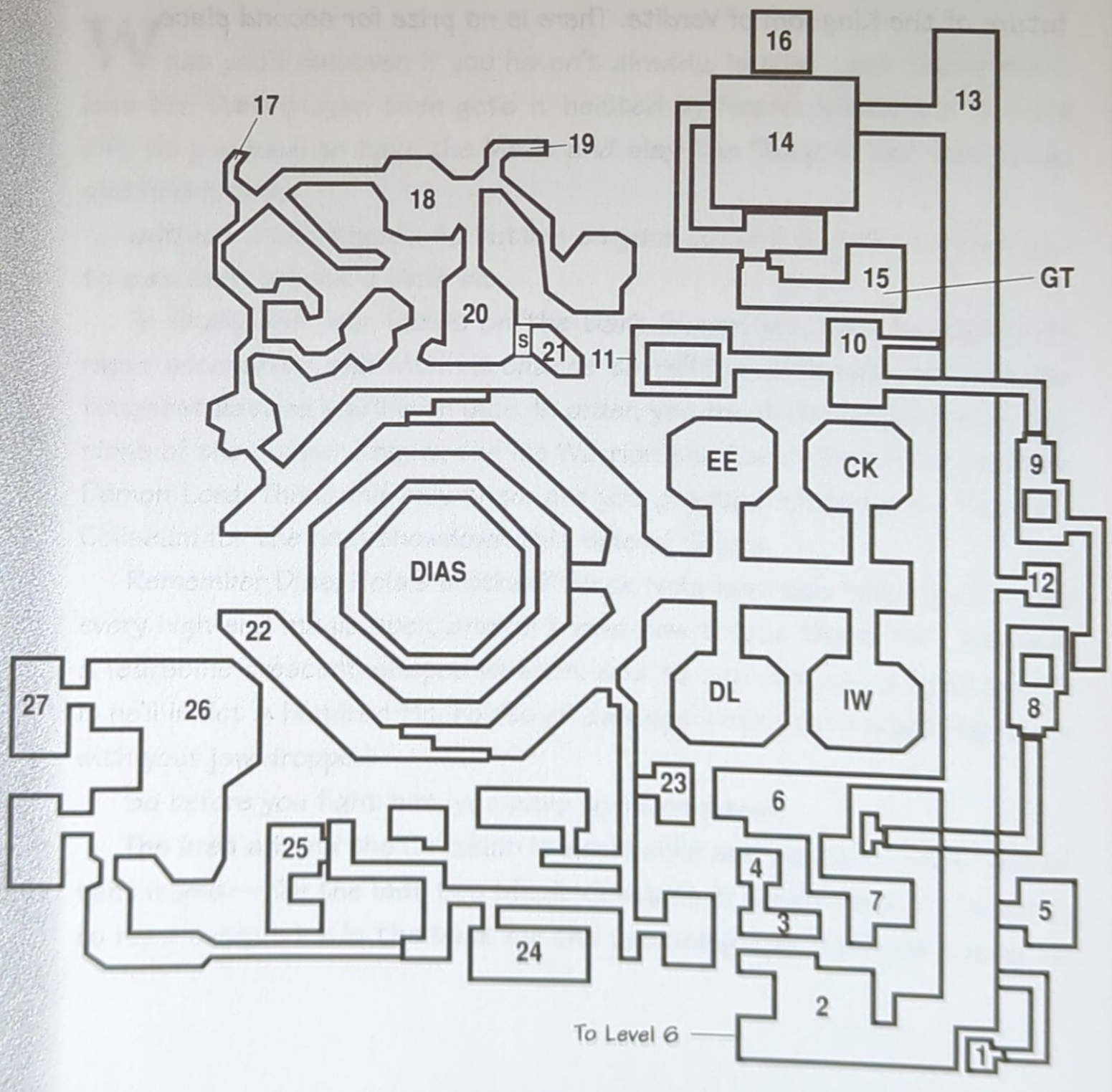
The area around the Coliseum is accessible and contains some important items—like the last two Magic Crystals in *King's Field*. You're going to need every trick in the book for the upcoming epic confrontations, so

the next section starts with you gathering up the last of the goodies *King's Field* has to offer.

The two sections after that are brief tactical discussions on Dias and the Black Dragon: Your reward for victory is your life, and the assured future of the Kingdom of Verdite. There is no prize for second place.



Level 7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To Level 6
1

Level 7

1. Archers, Arrows
2. Rhombus Key, Secret Door
3. Crystal, Blood Stone
4. Dragon Crystal
5. Base No. 6: Guard, Rhombus Key, Crystal Flask
6. Guards, Antidote, Secret Door
7. Warning
8. Archer, Arrows, Switch, Secret Door: Crystal Flask, Crystal.
9. Archers, Switches
10. Red Slime
11. Demon's Pick, Amulet of Mist
12. Game Save room
13. Skeletons
14. Verdite(MK), Fire Crystal
15. Secret Door: Refma, Plume of Seath
16. Skeleton of One-Eyed Giant: Psycpros Collar

The Graves of the Warriors

17. Demon's Pick
18. Log Stalkers
19. Log Stalker, Moon Stone.
20. Psythes, Great Demon's Grave: Skull Shield
21. Lightning Helm.
22. Psythes, Demon's Pick.

The Demon Tanks

23. Base No. 7: gold
24. Light Crystal
25/26. Demon Lords (Demon's Picks)
27. Demon Hands

(MK): Magician's Key

GT: Golden Tree

Near the Dragon's Lair

The area near Guyra's den is far from sprawling. If you look at the map, you'll note the large octagonal room—that's Necron's Coliseum. The four large rooms nearby hold gigantic versions of monsters you've come to know and loath from your trip across *King's Field*, with the exception of the Demon, which you'll soon be on close personal terms with. Prior to facing the dragon, those are the last five tests you'll need to live through.

This chapter deals with the surrounding areas: One last graveyard and a monster manufacturing plant, mainly, but also some high-end traps and combinations of monsters that merit specific tactical consideration. The walkthrough begins as you enter the area through the long hallway, down the wide stairs from where you picked up the Death Walkers. When you Gate back to the room near the Shrine, remove the Key from the Guidepost.

The Soldiers at the Bottom of the World

As you enter the hallway through the last huge door, cast your **Missile Shield** and begin running forward and weaving. The **Archers** atop the parapet **(1)** are crack shots, and the arrows they're shooting come equipped with a paralyzing punch.

The doorway that gives access to the parapet is just to the left of their position. You'll have to **Freeze** at least one of them while you battle the others with **Seath's Sword;** then, jump from the parapet and take care of the **Archer** at ground level. The chest atop the parapet contains **Arrows**.

Once the Archers are dealt with, search the wall in area **2**. You'll find a panel that slides away to reveal a **Rhombus Key**, and also discover a

secret door. The barrels in **3** contain a **Crystal** and a **Blood Stone**, and in **4** you'll find a **Dragon Crystal** hovering in the middle of the room.

Through the window slit of **4** you'll see a **Guard** or two pacing. They have a considerable number of Hit Points for Guards, which is something you should note early if it didn't sink in when you fought the Archers: This is the elite of Necron's forces. They came to play hardball.

Somebody Save Me

Now that you've removed the immediate source of hostility, your first order of business is to clear a path so that you can save the game. Kill the Guard in **Base No. 6**, room **5**, and take the **Rhombus Key** and the **Crystal Flask** from the nearby table.

In room **6** you'll meet the **Guards** you can see from **4**. On the north wall is a panel that slides to reveal an **Antidote**, as well as a couple of spear traps. Other walls in **6** and **7** hide spear traps, and on the south wall of **7** is an ominous warning.

On the east wall of **6**, near where the hallway enters, is a secret door. **Follow the passageway, and when you start to ascend the stairs, throw your Missile Shield** spell. Kill the **Archer** in room **8** and take his gold; the chest nearby contains **Arrows**. Throw the switch on the wall and exit through the secret door to the east. The barrels just outside the door yield a **Crystal Flask** and a **Crystal**.

Follow the hallway to the blue door; yes, that's Archery you hear on the other side. Kill both **Archers** in **9** and throw the wall switch. Follow the hallway through a room **(10)** full of Red Slime and check the north and south walls of room **11** for panels concealing a **Demon's Pick** and another **Amulet of Mist**.

Double back to **10** and exit to the large hallway. With the exception of

some **Skeletons** loitering in the immediate vicinity, you are now free and clear to save the game in room **12**. You should also, of course, put your Key in the Guidepost. That, for the record, is the final Guidepost in all of *King's Field*. Don't be afraid to use it.

Flame On

Before you go through the big blue door across from the save room, perhaps you'd like to learn the high-end Fire Magic spell . . .

When you come out of the save room, turn right and walk to the north end of the large hallway. Disperse the assembled throng of **Skeletons (13)**, and check out room **14**. Looking down from the wooden walkway you can see the prize, requiring that you hopscotch over a molten lake.

Descend to the landing on the opposite side of the room and survey the scene. It's really not as hard as it looks. Eventually, you'll want to Gate out—not because you have to, but because getting out any other way carries a much higher element of risk.

In the chest nearby, which opens with the **Magician's Key**, is a **Verdite** Crystal. Behind the secret door **(15)** in the south wall are a pair of industrial strength **Refma**, guarding a **Golden Tree**. One of **Seath's Plumes** lies nearby.

Before you try the lake of fire for the first time, it's best to go and save the game.

Then run, don't walk, to the block adjacent the **Fire Crystal**. That's really all there is to it—run and then stop at a pretty precise moment, so that you don't slide into the drink. Alternately, if you'd like to proceed in a more orderly fashion, you can use the **Breath** spell to jump between each block; just take your hand off the forward button the instant you get that little bounce designating your landing.

Step carefully to the edge of the block near the **Fire Crystal**, and it's yours for the taking. When you use it, it bestows the spell **Flame**. (Note that this assumes you already found the three previous Fire Crystals, including the one in the Magic Cave of Fire.)

When you have the Fire Crystal, turn and continue running toward the north end of the room. You'll arrive at a small antechamber **(16)**—the final resting place of the **One-Eyed Giant**. Search the giant's skeleton and it awakens, offering some sage observations and also the powers of Shaddam: the **Psycpros Collar**.

There are just two more areas you can explore before the big battles begin. Gate back to the final Guidepost and save the game, then go through the huge blue door across from the save room.

Graves and Demons

When you open the doors to the great hall leading to Necron's Coliseum, you are met with an awesome sight. Huge crystalline statues of the first monsters you'll face—the Ice Warrior and Copper Knight—adorn the entryway.

As you advance down the hall, the door to the Copper Knight's chamber will rise, bidding you enter. First, you might as well check the last two traditional dungeon areas, to either side of the Coliseum proper. Walk past the statues to the end of the hall. You'll see representations of the Earth Elemental and Demon Lord along the way. Finally, you'll stand before the locked door of the Coliseum itself. To the right or left are the aforementioned areas, guarded by a front flank of two Skeletons with an Archer for long-range support.

The Graves of The Warriors

To the right is the last graveyard in all of *King's Field*; buried here are the Warriors who were killed by Guyra's legion. As you approach, you'll want to cast your **Missile Shield** spell and rush past the **Skeletons**. If not, the **Archer** behind them will peg you with paralyzing arrows while you try and fight. Not good. Kill the Archer and then turn and polish off the Skeletons.

Up the stairs and past the first graves you'll spy the final twist on the *King's Field* Skeleton. They look like ordinary piles of bones, except for the weapon lying nearby. As you approach, the **Psythe** springs to life and attacks.

The complex of caves that follows is crawling with **Psythes** and also the occasional **Log Stalker**. There are also some interesting magic items, though by this point in the game you can probably do better in your own inventory.

At **17**, acquire another **Demon's Pick**. At **18**, a trio of **Log Stalkers** attempts to ruin your day. Another one, hiding in the nook at **19**, guards a **Moon Stone**.

Finally, in the large chamber **20**, is the **Great Demon's Grave**, protected by a hoard of **Psythes**. Near the grave itself is the **Skull Shield**, while in a small room to the east, behind a secret door **(21)**, hides the **Lightning Helm**.

If you retrace your steps and circle to the other side of the Coliseum entrance, you find another welcoming committee of **Skeletons** and an **Archer**. If you look in the area relative to the graveyard on the opposite side, however, all you'll discover is a dead-end landing with a few more **Psythes**, and a chest with a **Demon's Pick (22)**.

The sterner test, and the final Light Crystal available in *King's Field*, lies down the hallway you pass as you circle to the left side of the Coliseum.

The Demon Tanks

The small section of the Coliseum area actually introduces you to a monster you haven't met yet: the Demon Lord. Unfortunately, there are several between you and the Black Dragon.

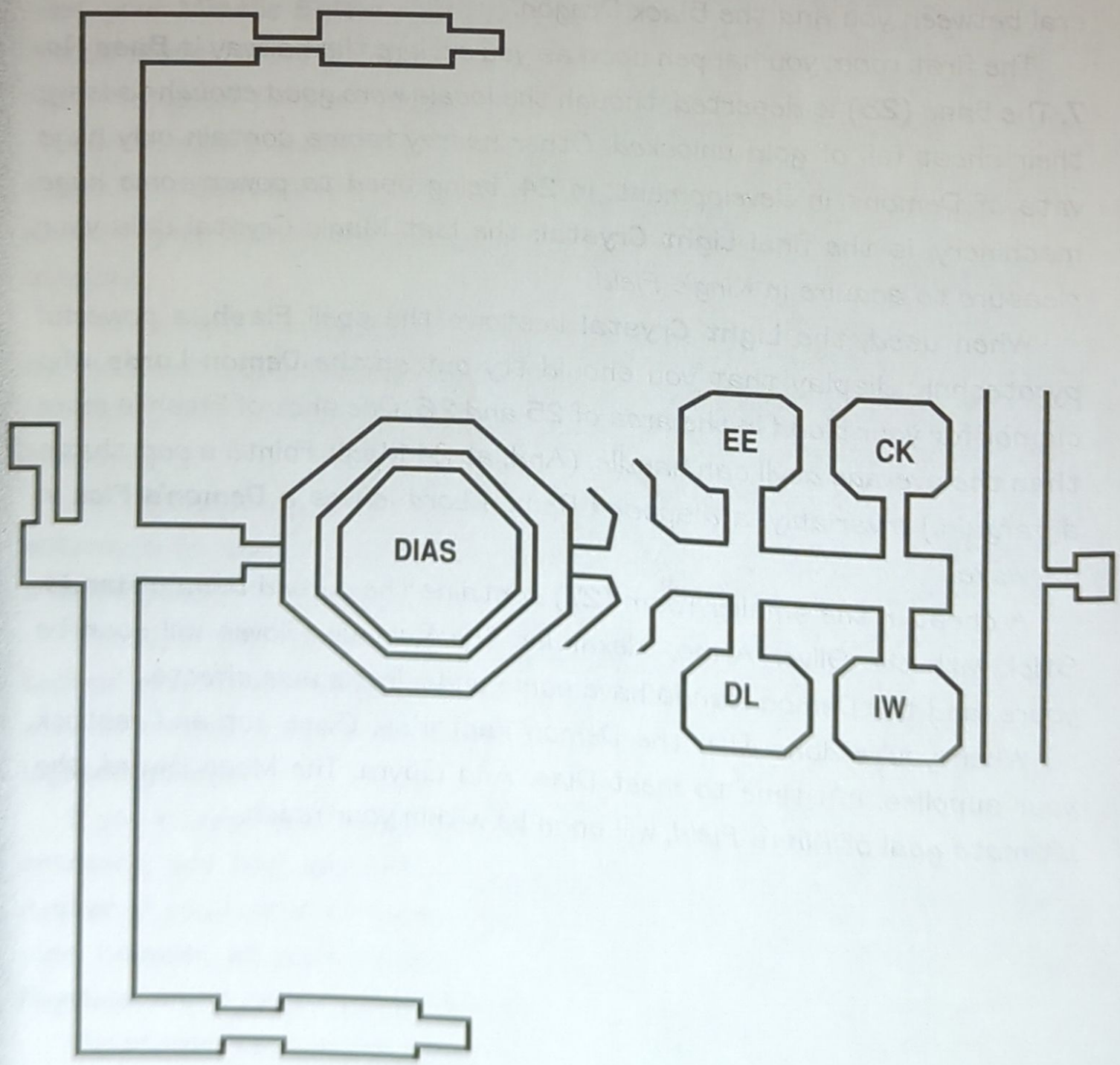
The first room you happen upon as you explore the hallway is **Base No. 7**. The base **(23)** is deserted, though the locals were good enough to leave their chest full of gold unlocked. Other nearby rooms contain only huge vats of Demons in development. In **24**, being used to power some huge machinery, is the final **Light Crystal**; the last Magic Crystal it is your pleasure to acquire in *King's Field*.

When used, the **Light Crystal** bestows the spell **Flash**, a powerful pyrotechnic display that you should try out on the **Demon Lords** who clamor for your blood in the area of **25** and **26**. One shot of Flash is more than the average devil can handle. (And, at 24 Magic Points a pop, that's a bargain.) Invariably, a disposed Demon Lord leaves a **Demon's Pick** in its wake.

A chest in the smaller room **(27)** contains the cursed **Demon Hands**. Stick with the Silver Arms, Alexander. The Ruinous Gloves will soon be yours, and the Demon Hands have some undesirable side effects.

When you're done with the Demon Factories, Gate out and restock your supplies. It's time to meet Dias. And Guyra. The Moon Sword, the ultimate goal of *King's Field*, will soon be within your reach.

Claiming the Dark Slayer



Claiming the Dark Slayer

If you've come this far, and acquired your experience the old fashioned way—with guts and determination—you're probably feeling pretty confident about your ability to handle anything that *King's Field* can throw at you.

You might be wrong.

In fact, going into the next few rooms unprepared is tantamount to suicide. You'll be handed your head so fast when you face Dias, you might not get more than a couple of spells off. As hard as that is to believe, there are also certain things you can do, forewarned of Dias' tactics, that almost guarantee a victory.

The most important thing to realize, before you begin the final sequence of battles that procure the Dark Slayer—and prove your worthiness to apply it for its intended purpose—is this: Once you begin the showdown sequence, you can't back out. If you Gate out of the area, any of the giant monsters you've managed to kill will regenerate before you return.

Also, when you face the toughest, nastiest monsters *King's Field* has to offer, you'll do it in a locked room. There are few places to run, and no places to hide. The first four monsters can easily unleash attacks that rack up close to 100 Hit Points in damage in a few seconds.

Dias himself, with his combination of incredible magic and Crescent Blade, can tag you for 150 Hit Points, literally in the blink of an eye. Fortunately, knowing that, you can prepare yourself to regenerate Hit Points almost that fast.

Before you enter the Great Hall of the Coliseum to face the four monsters and Dias; load up. If you go in with anything less than 99 Earth

Herbs and eight or 10 flasks of Gold Potion, you're a fool. Hopefully, you'll never need it all. But if you make it past all four of the giant monsters, and then Dias whups you because you didn't have the foresight to plan on regenerating during the battle . . . well, you deserve to be whupped.

If you've followed this walkthrough, or at least used it go back and fill in some crucial gaps, you've acquired all the magic spells possible, along with Seath's Blade. The trick is surviving between Dias' attacks, while your strength recharges, and then making every shot you dish out count to maximum effect. Because of the close quarters and lack of cover, you'll probably receive more damage during these next five rooms than you've seen over the last four levels of the game.

Taming the Giants

If you've been paying attention, you know that some monsters are more susceptible to certain kinds of attacks than they are to others. You're about to demonstrate that point with devastating clarity.

The Copper Knight

When you enter the Great Hall approaching Necron's Coliseum, the door to your right rises, giving you admittance to the first room: before you is the Copper Knight.

Fire and Wind created the Copper Knight, and his Achilles heel is Earth Magic. As you enter the room, advance toward him. The knight remains immobile until you're about 50 feet from him, relatively speaking. As you enter the room, the door will close and lock behind you.

Once the knight activates, let him have it with Meteor. He'll begin wailing on you with giant Wind Cutters, so as soon as you launch Meteor, slide

quickly to one side. While he receives your gift from above, rush in and give him a good hack with Seath's Blade. Then run.

Put as much distance between you and the knight as you can, and dodge while you recharge. When your magic bar has come back up, and your Hit Points are close to max thanks to whatever (non-magical) means you've chosen, turn and get the knight in your sights once more. It shouldn't take more than a few shots with Meteor to drive him to his knees, and if you can get him away from the wall, you can literally run circles around him and avoid most of his attacks.

The Ice Warrior

Once the Copper Knight has felt your wrath, the door to his area opens and so does the one across the hall, giving you access to the Ice Warrior. Make sure you've fully recharged your Magic and Hit Points, and cue up Flame.

As you enter the doorway, before you can actually see the monster, he'll launch an attack. Usually it's a vicious volley of Waterfall, but sometimes it's those big, spiked ice balls. As soon as he attacks—as soon as you see the flashes of light and whatever he's hurling heads your way—let him have it with Flame. Not only will the Phoenix deal him an incendiary blow, it will shoot down any of the projectiles headed in your direction.

Once you've fired Flame, go quickly to your Equipment menu and step down to Fire Storm. If you start firing off Flame while you're within the close confines of the Ice Warrior's room, you'll take significant damage yourself. And because the monster is so slow to pivot, you don't have to try very hard to stay out of his way. Keep an eye on your Hit Points, and when you turn to fire your spell at him, be ready to dodge if he unloads a volley of ice balls. Even if you have close to 300 Hit Points, accepting a direct hit with a load of those babies will put you in a precarious position.

After scoring your hit with Flame to open the show, two or three shots of Fire Storm is all it takes. The door opens up, and it's time for round three.

The Earth Elemental

Easily the toughest of the four monsters, the Earth Elemental combines devastating magic with a lunge bite that has very good range, especially considering the small space you have to fight in.

When you first approach the room, he may see you right away. Be very mindful of recharging before you go anywhere near the doorway. If he sees you, and you're not ready to engage, you're in for a world of hurt. He usually leads with a magic blast, but after a few sprays he turns almost exclusively to bombarding you with boulders—big, scary boulders. And if you're trying to run through the doorway when he goes into boulder mode, most of them will hit you. Death follows.

So, fully recharged, you step into the room. The elemental begins blasting magic, and you let him have it with Freeze. As soon as the spell is launched, slide to one side, just in case he lobs boulders before the spell envelops him. Then, while he's immobile, rush behind him and give him a hack. Try to get behind him, not just to one side. If he breaks out of the ice while you're anywhere in his sight, he'll boulder you point blank, or lean over and bite your head with his huge, vice-like jaws.

Part of the problem when fighting the big beast is that, in order to get off a magic shot, you need to turn and face him, and that usually gives him a chance to face you—Boulder City. The homing powers of Flash can aid your cause, but that still creates a problem: You'll take damage yourself unless you back off, and when you back off, he'll stone and gnaw you to death.

There is a way, fortunately, that you can be relatively sure of the mon-

ster's orientation without looking at him. Stay close to him, always moving toward his back, and watch his tail. Even when you can't see the rest of him, you'll be able to see the tip of his tail. Pretend that you're going to stand right on top of it—though it increases your magic power recharge time, run at it—then once your satisfied that you're behind him, pivot in his direction.

It won't always work. Sometimes, he'll figure out what you're up to, and pivot at the same time. However, you'll be in a position to see when that's happening. Judge quickly what will happen first: Will he be able to turn on you, or will your magic recharge, after running, in time for you to get off a Freeze shot. You may have to Freeze him four times, and follow that with a Seath slash, but eventually he'll succumb.

Once again, keep an eye on those Hit Points. Whenever you take a hit, pause and chomp Earth Herbs.

Three down, one to go.

The Demon Lord

The Demon is such a tremendous anti-climax it's kind of sad. With your Hit Points maxxed, you can easily knock him off, provided you don't stand right in front of him while you're magic recharges. Actually, you might even be able to get away with that . . .

Cue up the Flash spell. Deal it once, and evade. Deal it twice, and the Demon Lord is dust. In the chest is a load of gold unlike any you've ever claimed.

Buenas Noches, Dias

Now things start to get interesting. As you enter the Coliseum, the lights are dim. Ahead and above you, hanging near the ceiling, is the Dark Slayer.

To your left, sprawled on the floor, is the body of Earnest Clyde. Go ahead and pay your respects.

Straight ahead of you as you enter, past the Dark Slayer, Dias sits on a small throne. He'll remain seated until you close to within about 30 feet of him, at which point he'll rise, remember Nola, and reaffirm his intent to guard the sword you covet.

Then he'll walk toward you and go into one of his standard attack patterns. Usually, that involves kneeling slightly, then leaping into the air and hurtling his Flash spell, which arcs out of view before crashing down upon you.

The single best thing you can remember when fighting Dias is to pause the game every time he scores a hit. Pause it and eat herbs like they were the last thing you were ever going to taste.

You're going to take some damage fighting Dias, so don't be so bold as to think you can launch a pre-emptive strike and escape unscathed. When Dias begins to kneel before throwing that first Flash, let him have it with Flame. If you fire too soon, while he's walking at you instead of attacking, the Phoenix will sail past him harmlessly.

After you've launched the Flame, and after it detonates, rush toward him. You want to get close to him, but not quite within striking distance. Unlike you, he doesn't need to recharge between attacks. By rushing in close to him, however, you ensure that he'll actually take some damage from his own Flash projectiles. They'll still erupt primarily on you, but they were going to do that anyway. Better to share the pain when you can.

Keep that in mind specifically as you fight Dias. If he starts hopping up in the air, close the gap and let him absorb some of his own punishment.

Because you want to stay close to him to be able to employ that tactic, you should switch magic after the initial Flame attack. Flaming him

at close range is a big no-no; he's got more Hit Points than you, and you don't want to help him out if you can at all avoid it.

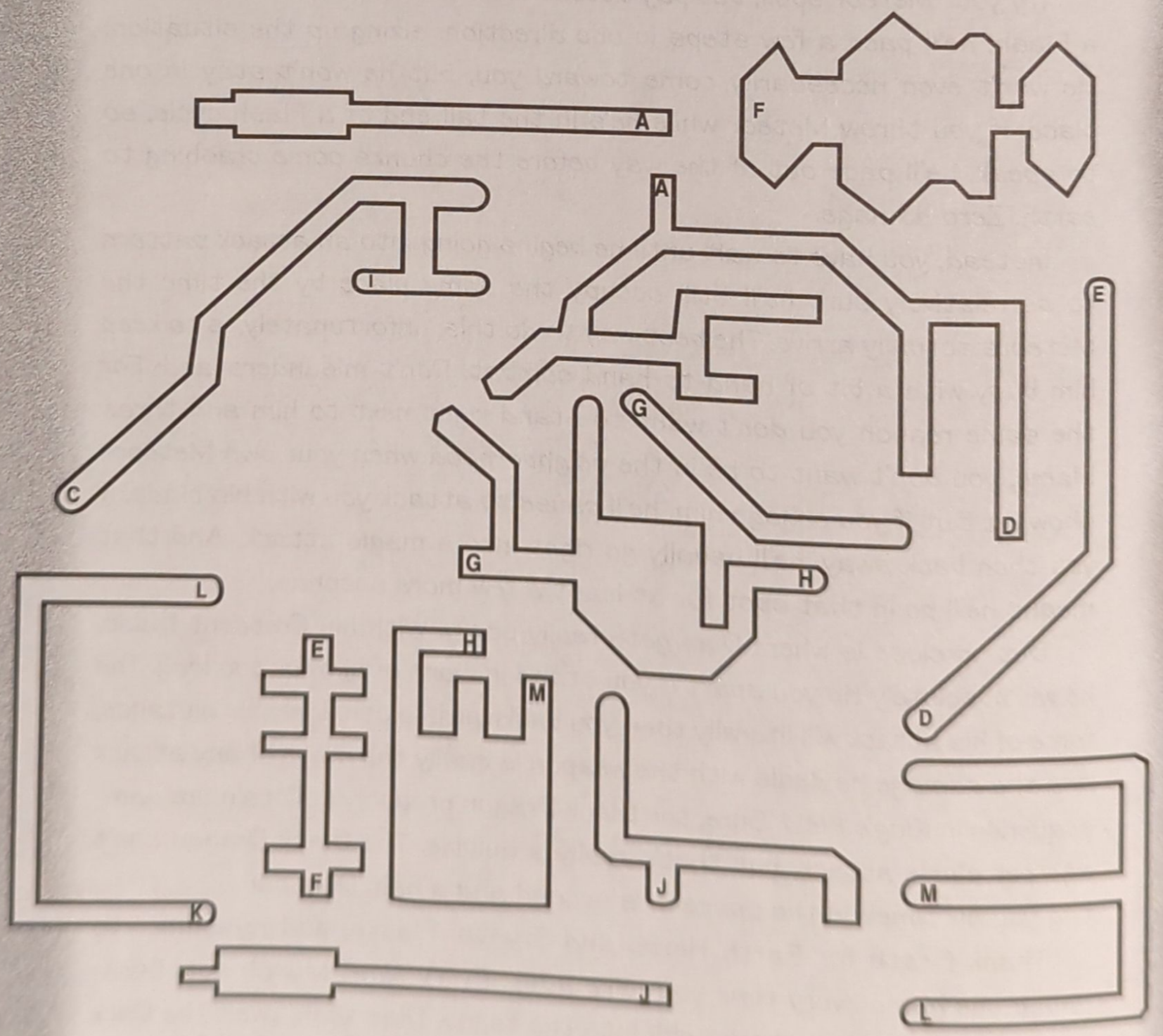
Try your Meteor spell, but pay attention. Generally, after he launches a Flash, he'll pace a few steps in one direction, sizing up the situation. He won't even necessarily come toward you, but he won't stay in one place. If you throw Meteor while he's in the tail-end of a Flash cycle, so to speak, he'll pace out of the way before the chunks come crashing to earth. Zero damage.

Instead, you have to wait until he begins going into an attack pattern to be relatively sure he'll still occupy the same place by the time the Meteors actually arrive. The best way to do this, unfortunately, is to keep him busy with a bit of hand-to-hand combat. Don't misunderstand: For the same reason you don't want to stand right next to him and throw Flame, you don't want to be in the neighborhood when your own Meteors show up. But if you engage him, he'll pause to attack you with his blade. If you then back away, he'll usually go right into a magic attack. And that means he'll be in that spot for at least a few more seconds.

But up close is where Dias gets really scary. With his Crescent Blade, he will absolutely rip you apart if you stand in front of him for too long. The force of his attack will literally toss you backwards a considerable distance, and the damage he deals with the weapon is easily the most of any attack sequence in *King's Field*. Sure, the Black Dragon probably inflicts more damage per single attack, but that's really a quibble. The Black Dragon can't tag you six times in the space of a second and a half. Dias can.

Thank Seath for Earth Herbs and Crystal Flasks, and remember to pause the game every time you take a hit. *Every time.* Munch out! Eventually, usually as your herbs ebb into the teens, Dias keels over. The Dark Slayer descends, and you're ready to complete your quest.

Level 8



Guyra, the Black Dragon

Now that you've got the Dark Slayer, it's time to finish what you've begun. It's time to travel through an astral plane of metal Demon Lords, and kick a little butt. It's time to slay Guyra, the Black Dragon, and restore the King of Verdite to his place as rightful ruler.

Let's face it: It's past time.

First Things First

There are, of course, three rooms in *King's Field* you've never been inside, no matter what you've been able to accomplish up until this point. Those are the "Sealed" rooms, and each contains a different artifact of Seath's. With the Dark Slayer now in your possession, you'll be allowed to enter those last three rooms.

You know the landscape; go get Seath's treasures.

In the room nearest the Fountain of Gold, across from the hallway where you go to save the game, is Seath's Armor. In the room near Cliff Lore's house in the Central Village, where Meryl sometimes appears, is Seath's Shield. Finally, near the place where you save the game in Leon Shore's neighborhood, that room holds the Ruinous Gloves.

Equip all these items. You should also be wearing Seath's Helm, Seath's Tear, Seath's' Bracelet, and the Ruinous Boots.

If you need to be told: Go restock your Earth Herb stash, and fill those flasks. Make sure you have at least five of Seath's Plumes. This is the final showdown, and you might as well have too much of a good thing,

as opposed to coming up pitifully short when the future of the Kingdom of Verdite is riding on your shoulders. Remember, you can buy Plumes from Al Hunt in the North Village. Also, trade any Crystals you have for Arrows. That's right: Arrows.

Now let's get busy.

Slaying the Dragon

Look at the maps of the Astral Plane. The letters at the end of the hallways correspond to twirling blue cubes that, when touched, teleport you to the cube of the same letter in a different location. The last place you teleport from, before arriving on the Dragon's Lair, is cube F. In between, you'll run into a host of metallic Demons and Termites. There is nothing of any value in this place. Kill when you need to, and take the most expedient path to the cube that teleports you to Guyra's Lair.

Assuming that you save the game in the room just outside the Coliseum, in the direction of the dragon's lair, the quickest path is as follows:

- When you exit the save room, take a left in the big hallway. Fight your way through the Demon Lords (don't let them prolong the fight) and make your way to cube A.
- The nook where you arrive in the astral dungeon is relatively safe. Exit and turn left. At the top of the rise—an intersection in the hallway—kill the Demon Lord and bear left. Hack the metallic Termites near the intersection, and proceed to cube D.
- Follow the long hallway from D to cube E. Descend from E to F. Cube F teleports you to the lair of Guyra, the Black Dragon.

The Best Offense . . .

You know what you need to do: Take that big, bad-ass sword and slay the Black Dragon.

What you have to know beforehand is the Black Dragon's defensive scheme, and it is a beaut.

Walk straight forward after you teleport, and stand between the two pillars. In front of you, at long last, is Guyra. Behind him, on the platform, is the Moonlight Sword; the ultimate goal of *King's Field*.

First, sheath the blade.

The swirling globes of light around the dragon are not just there for effect. They are there to absorb any form of magical attack, and mimic any kind of defensive magic, that you attempt. They'll also unleash hellish bolts of magic in your direction as soon as the dragon is alerted to your presence. That'll happen if you go more than a few feet past the huge pillars in Guyra's direction.

Instead, cast your light spell. Equip both Lightwave Rings. Equip the Arbalest and start plugging. If you run out of bolts, switch to the Bow and use Arrows. Shoot until all the globes are destroyed. It usually takes two shots apiece. You can attack Guyra while there are still globes in the area, it just decreases the likelihood of your success.

Once the Bitts (that's what they're called: Bitts) are destroyed, it's time to rock. You can now throw magic with relative impunity.

But you brought that blade here for a reason. Wade in there and do some hacking. With the Bitts out of the picture, all you have to worry about is Guyra, and he's always going to be right in front of you.

The Black Dragon, perched on a narrow bridge that joins the large platform to the one with the Moonlight Sword, will stay in that same position the entire time. He's tough to get at where he is, and he knows it.

Offensively, here are his four main tricks, and, in addition to healing yourself at a record pace, here's how you should react: In all cases, don't over-commit. Never let him get his head behind you.

- **Strafing:** Guyra sticks his neck out, at about medium height, and strafes magic blasts from your left to right. When he goes into this mode, you can get right up under his chin, and as he nears the mid-point of the strafe, whack him with the Dark Slayer. Usually, he'll reset and begin to strafe again. You'll know when he breaks out of that mode: He simply won't reset. Back off and see what he's up to next.
- **Blasting:** Guyra extends his neck all the way out, and unleashes a monstrous bolt of energy. Sidestep, but don't get suckered. If you rush in there and try and get at the neck, he'll curl his head around you and flip you into the void. Instant death, no matter how many Hit Points you have. Guyra may also be causing a Wave, don't go anywhere near the edge of the platform.
- **Waving:** Like a Blast, but followed with a tremendous, thunderous Earth Wave. Don't be anywhere near the edge of the platform, or you risk being tossed. Ride it out.
- **Lunging:** If Guyra can get you to over-commit, or catches you standing flat-footed waiting for his head to come within hacking range, he'll stretch out his neck and curl/flip you into the abyss on either side of the platform. One shot: Gone.

The safest way to attack the beast is to interrupt the strafe. You can usually hit him two or three times before he changes tactics. It takes approximately 15-20 blows with the Dark Slayer to introduce Guyra to the afterlife.

Verdite is forever in your debt.

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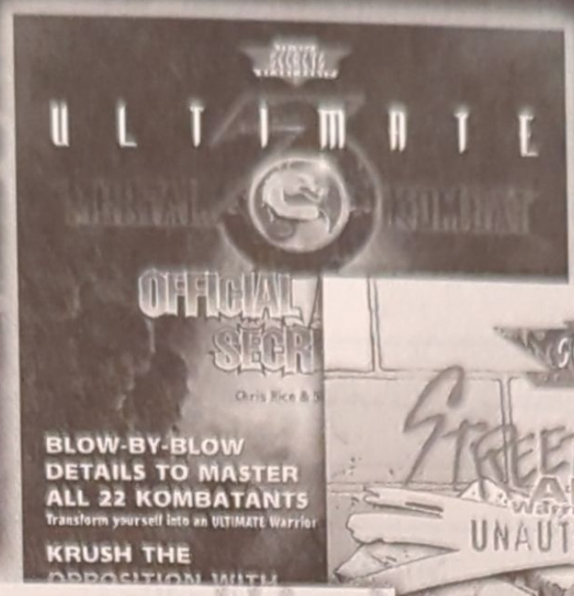

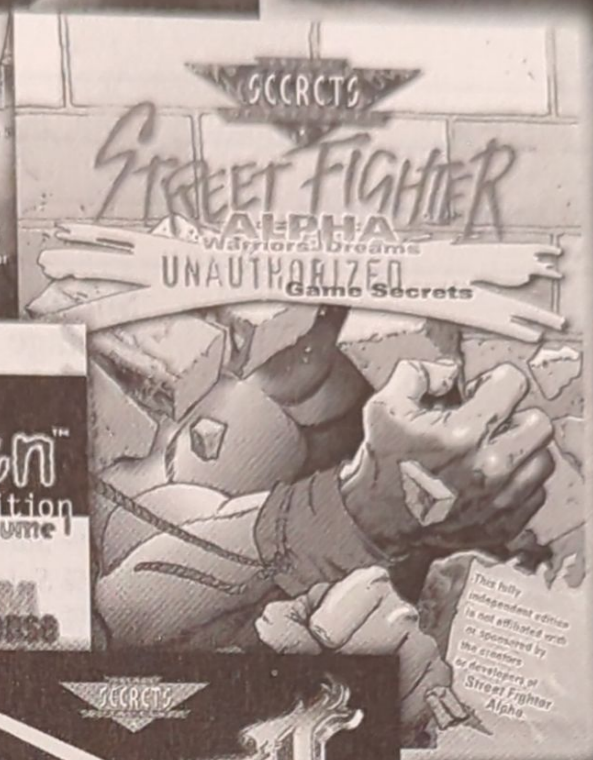

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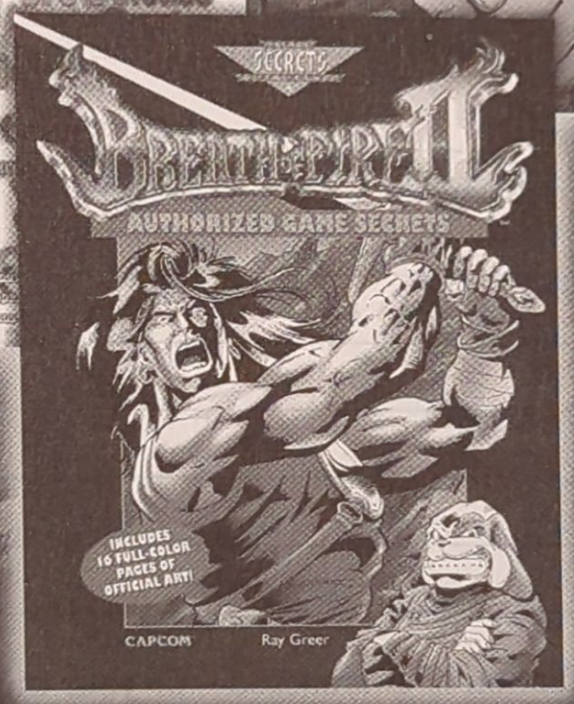

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